THE WORLD'S BEST CONSOLE AND 16-BIT COMPUTER MAGAZINE

RAZE 180 No 7

RAZE

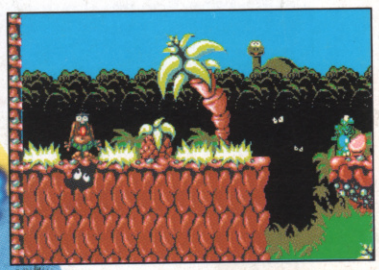
MAY 1991

A NEWSFIELD PUBLICATION

UK £1.95 US $4.50

INCORPORATING

The Games machine



SCOOP PREVIEW!

CHUCK ROCK

Rattled and rolled!

INSIDE:
BATTLE STORM
DARIUS+
GAIN GROUND
GREMLINS II
KING'S QUEST V
METAL MASTERS
POP UP
RINGSIDE ANGEL
QIX...

PLUS OVER 100 BLOCK BUSTING GAMES COVERED FOR YOUR MACHINE!

EXPOSED

RED BARON

Flown and blown!

ATARI 7800
LYNX
GAME BOY
MEGA DRIVE
NINTENDO
PC ENGINE
MASTER SYSTEM
AMIGA
ATARI ST
IBM PC

MIDWINTER II

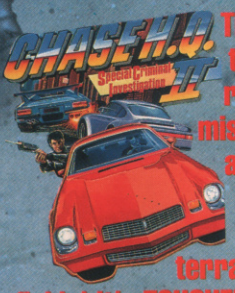
Get roasted in Rainbird's flaming hot action adventure!

9 770960 770008 04

GOING OVE

NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



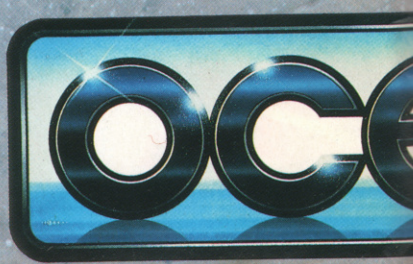
The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S

AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST



ER THE TOP

TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

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ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit Is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

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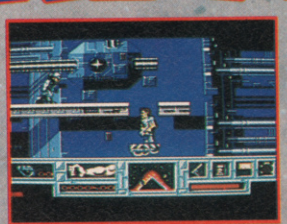
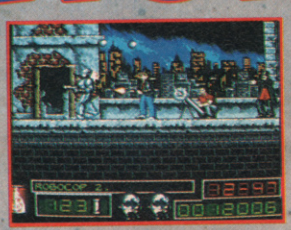
SOFTWARE ACTION





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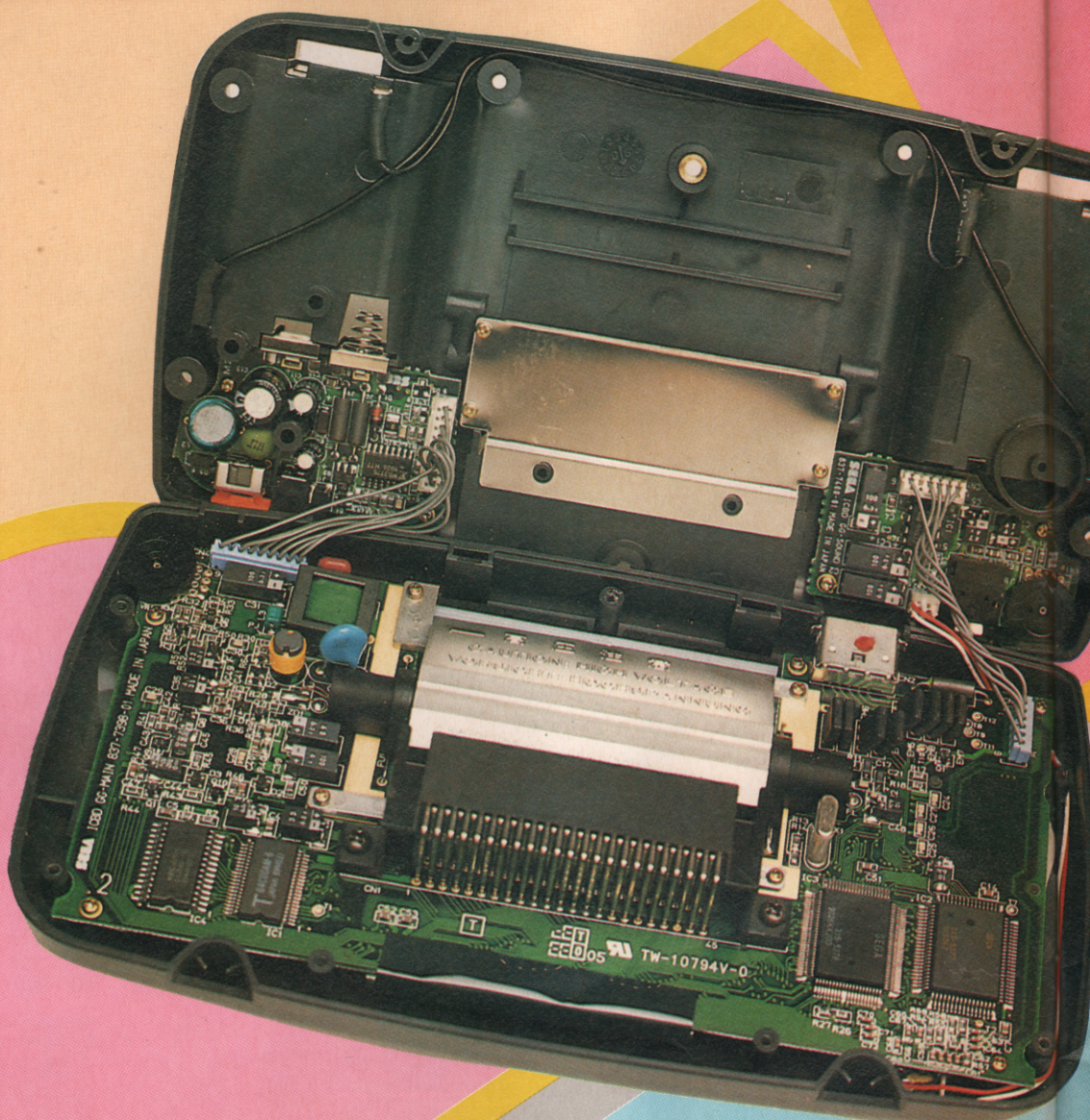
MIDWINTER II.....34

■ Amiga ■ Atari ST ■ IBM PC ■

Tee off in EA's terrific sports sim
PGA TOUR GOLF 38

■ Amiga ■ Atari ST ■ Mega Drive ■



ISSUE SEVEN

EDITOR Richard Monteiro. **STAFF WRITERS** Julian Boardman, Les Ellis. **JAPAN CORRESPONDENT** Shintaro Kanaoya. **USA CORRESPONDENT** Hank Weinsnotter. **CONTRIBUTORS** Richard Bell, Paul Rigby, Robin Wyles. **COIN-OP CORRESPONDENT** Suzy Uki. **DESIGN & LAYOUT** Ian Chubb, Rebecca Owen **PRODUCTION & CIRCULATION DIRECTOR** Jonathan Rignall. **GROUP ADVERTISEMENT MANAGER** Judith Bamford. **GROUP PROMOTIONS EXECUTIVE** Richard Eddy. **MAIL ORDER** Carol Kinsey. **SUBSCRIPTIONS** Caroline Edwards. **PUBLISHER** Franco Frey.

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Zeed's back; meet the challenge

THE CYBER SHINOBI..38

■ Master System ■

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It's happened! Sega have officially launched the hand-held Game Gear together with ten astounding games. RAZE reckons this one in the hand's worth... well, check the specs and hark at the carts!

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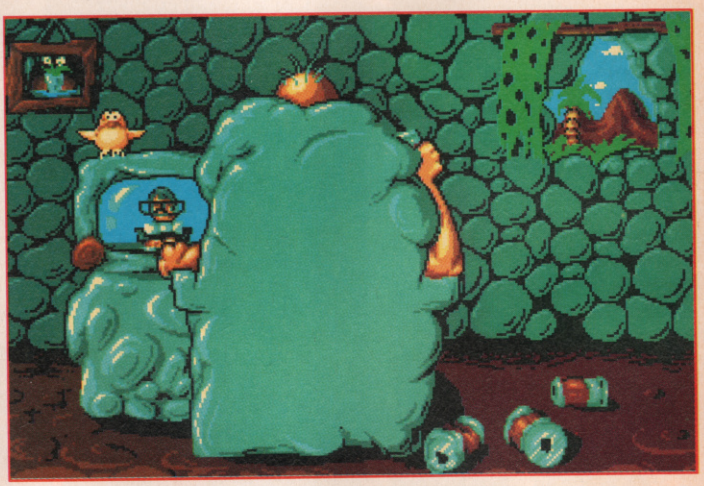
EDITORIAL ADDRESS RAZE, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086, Fax: 0225 777869. **MAIL ORDER & SUBSCRIPTIONS** Tel: 0584 875851 Fax: 0584 876044. **PRINTED** BY BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of of the BPCC Group **DISTRIBUTED** by COMAG, Tavistock Road, West Drayton, Middlsex. A **NEWSFIELD PUBLICATION ISSN 0960-7706** © NEWSFIELD 1991. ■ No material may be reproduced in any shape or form, in part or in whole, without the written consent of the copyright holder. We cannot undertake to return any solicited or unsolicited material, hardware, software, test, photography or otherwise, sent to RAZE unless it is accompanied by a suitable SAE. The publisher reserves the right to edit any written material. The views expressed in RAZE are not necessarily those of the publishers.

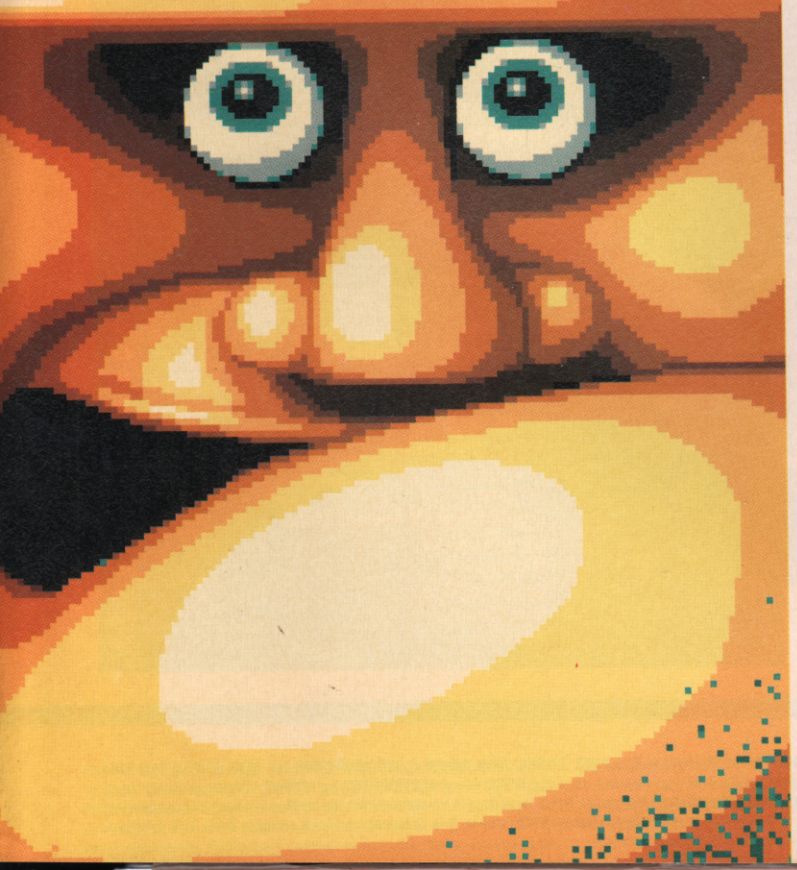
CHUCK UP!

Chuck Rock is the sort of character on which legends are built. Viz legends, that is. Chuck Rock is like a caveman version of our own Jools Boardman – beer gut, slobby and hopeless. That's not to say that Chuck Rock doesn't exercise, though.

The grassy plains; Chuck is on the left and raring to go. Check out that designer stubble, Don Johnson eat your heart out. As you get further across, that bug might start to get in your way. And that bad guy over there looks like he could be do with a belly butt.

After the success of their recent platform/*Painter* game *Carv Up*, Core Design have called it a day. Not to the business, but to the genre. Their next release, *Chuck Rock*, will be the last platform game Core ever produce (yeah, right). Les Ellis sucked in and threw up the preview





From noon till night he is constantly exercising his right forefinger on the remote control of his TV or on the ring-pull on a can of Stones' bitter. And it is there that we catch up with Chuck.

Slobbed in front of the TV one day, watching a party political broadcast by the Caveservative Party, Chuck suddenly hears a scream from the front of the cave where his wife Ophelia is putting the washing on the line. Looking around for his clothes, and realising that they are drying on the line, Chuck runs out into the caveyard naked to see Ophelia being carried off into the distance by a big brute. Recognising the oaf as

SPECIAL DINO TRAPS

CLIVE THE CROC – acts as a seesaw. Stand on his tail and throw a rock at the other end to project Chuck into the air.
BRIAN THE BIG BRONTO – climb up onto his back and throw a rock at his head to start him walking across dangerous swamps etc.
TERRY THE PTERODACTYL – predictable name or what? If you belly-butt him, he will pick you up and fly you across any gaps.
SYLVIA THE SNAKE – lays curled up but when butted will extend across any gaps.
DEREK THE DYNOLIFT – when butted Derek will stretch his neck enabling you to reach higher levels.
TONY THE TASMANIAN DEVIL – will follow you around destroying all in your path.

A clear run through the cavern. Your energy indicator in the bottom-left corner shows that you have plenty left as well as two lives in reserve... Where did you get those trendy clothes?

local ruffian Gary Gritter, Chuck pops behind a bush, grabs a few fig leaves to wear, and sets off in search of his dearly beloved.

The trek to Gritter's domain takes you through five distinct levels: grassy plains, cave interiors, undersea, Ice Age and the inside of a dinosaur leading to a graveyard.

Scattered around the floors and platforms of the levels are rocks which come in two convenient sizes. By picking up the rocks, Chuck can either throw (chuck?) them at the pre-historic creatures around him or place them at strategic places enabling him to reach illusive platforms. If Chuck doesn't have any rocks in his possession, he can fend off the local fauna by "belly-butting" them with his immense gut. If Chuck can gather up the strength to jump, he can also kick the smaller inhabitants in the head.

After taking a look at a very early preview version of *Chuck Rock*, it's easy to see why this could be Core's best game yet. With *Lemmings* dominating the charts, "cute" is definitely IN. Forget the vector flight sims and complex RPGs. When you want a laugh and a bit of fun, you'll be getting out *Chuck Rock* before you start thinking of *F-124A Stealth Interceptor VII* .

Chuck Rock will initially be available on Amiga in April, followed soon after by an Atari ST version and later a PC affair.

END OF LEVEL DINOS

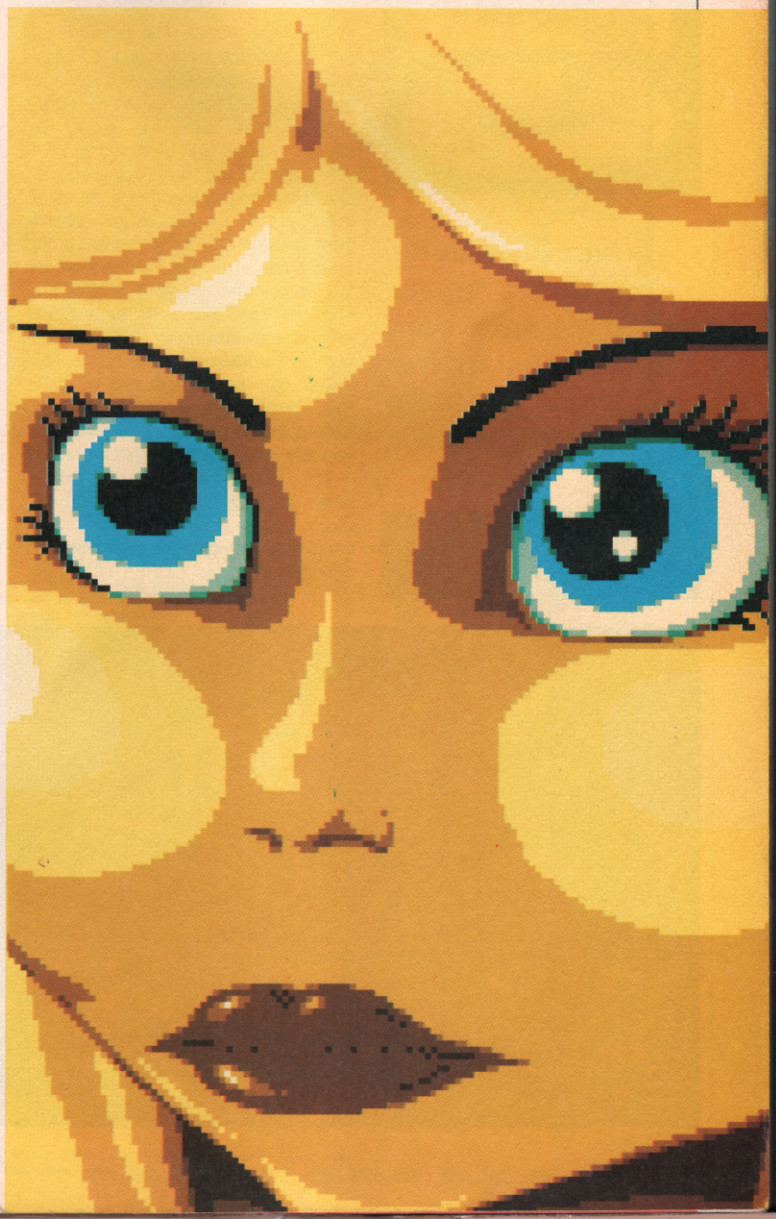
WAYNE THE WOOLLY MAMMOTH – spits snow at you from his trunk. Can also suck you in if you are close enough.
TIM THE TYRANOSAURUS REX – uses various parts of his body to attack you at different heights on platforms.
FRANK THE TRICEROTOPS – will repeatedly charge across the screen to get Chuck.
STEVE THE SABRE TOOTHED TIGER – cool dude, saunters around the screen and will pounce if you get too close. His growl will scare you stiff and freeze you to the spot.
NESSY – appears in the underwater level. Chuck will need to keep getting air to enable him to hit her.

PREVIEW POSTSCRIPTS

★ Are you ready for *Gunship 2000*, the sequel to the highly acclaimed etc, etc? Choosing between three types of helicopters and five types of mission, the player gets to fly some of the most advanced helicopters in the Western world today. Action takes place in Central Europe or the Persian Gulf. Single or multiple helicopter missions can be flown in the 3-D landscape that can generate river banks and valleys. Expect it on your PC this month at £39.99, in VGA and supporting Ad Lib and Roland.

★ This summer sees the release of *F-117A Stealth Fighter 2.0*. based on *F-19*, the award-winning and highly acclaimed... Players will experience new environments never before seen in a MicroProse product: Columbia/ Panama, Northern Japan and I**q. Expect improved mission generation techniques and faster 3-D graphics, including sprite explosions and smoke. Arriving in the summer on PC supporting VGA and Roland and Ad Lib at £39.99. Expect Amiga and Atari ST versions near Christmas.

★ *Gauntlet 3 – The Final Quest* is coming soon from US Gold. Peace on the isle of Capra has been shattered by a race of evil creatures called Vellons who are trying to claim the island for the Devil himself. The old wizard has been called out of retirement to try and save the inhabitants from a fate worse than Jeremy Beadle. He searches for heroes to help him in his quest to vanquish the Devil and it all ends up in the usual sort of hack and slash that *Gauntlet* has made all its own.



GET YOUR KIT OUT*

Julian Boardman, the man of seemingly more than three dimensions, gets kitted out to construct a preview

After last year's *Castle Master*, Aldermaston-based development house Incentive have been working on *3-D Construction Kit*, a design utility that makes use of the Freescape 2™ environment technology that they themselves designed and used in *Castle Master*.

Using this remarkably flexible vector graphics system, they have created a utility which can be used by anyone to create their own virtual reality, or adventure game, or even a replica of their own street. The possibilities are only limited by the user's imagination. On the simplest level, the package provides a series of basic shapes that can be stretched, shrunk, twisted and distorted to provide any shape that you require. Obviously, linking together a series of these shapes means that any object from real life can be recreated in its most basic form. By making note of the coordinates of each point on a particular solid and using them in reference to a drawing or actual object, you can construct an exact replica which can be reproduced in 3-D. Plus, colours and animation can be added, making this one of the most versatile graphics packages around.

The leisure aspects go further when you find out that up to 100 different rooms can be defined and interlinked using a complex set of conditions; scores can be kept, and things such as time and energy can be recorded. All the surroundings are fully interactive, and any of this information can be placed on a border/background from any art package to produce a fully blown adventure game.

The vehicle and the road above were all created using this package. The controls on the right of the status bar allow you to move freely about the environment that you have constructed. Up, down, look up and down, tilt, rotate and so on are all there allowing any view you'd like to be seen. Below that are the eight shapes that can be used in construction of the objects. Whilst it might sound inflexible these two pictures clearly indicate otherwise.

There are also obvious educational uses. The educational side could begin with a simple adventure game, on to using drawings to create 3-D representations or vice-versa, or a technology student could knock up a rough, animated design of a project.

Whatever it is used for, the immense freedom the system allows and the fact that Incentive want no more than a credit on any game that is designed on it, mean that we could soon see a flood of software designed with *3-D Construction Kit*.

Published through Domark, *3-D Construction Set* should be available in April for Amiga, Atari ST and IBM PC.

This very accurate representation of a house and its garden could be walked through and about without any difficulty. The section below the picture shows how the colours can be manipulated in a very similar way to any art package, and better than some, to give you exactly the right effect.

*For the ladz.

PREVIEW POSTSCRIPT

★ Gremlin are soon to release the sequel to *Super Cars*, which was rereleased on the *16-bit Hit Machine* compilation. Imaginatively titled *Super Cars 2*, it promises 20 tracks, trains that you have to jump over, extra weapons (including a homing missile) and add-ons like an earth-shattering turbo. Expect this racy little number on the Amiga and Atari ST (£24.99) around May time.

★ Word on the street is that Electronic Arts have *Bard's Tale III: Thief of Fate* up their extremely long sleeves, and it should be dropping out soon. The sequel is apparently faster, has more monsters, more dungeons, more spells and wipes its own bottom. This multi-level, multi-character game promises to be very, er, multi.

★ Electronic Arts have also announced the "long-awaited" (ie: late) release of *Ski or Die* on the Amiga in March (£24.99). Any game with two main characters called Rodney and Lester who go around performing all manner of dangerous stunts in order to get points sounds a bit iffy to me.

Relive the winter with EA's Ski or Die.

★ From the Image Works on all formats is something called *Brat*. By day he is the most angelic baby that you could meet, but by night Brat has the weirdest dreams where he becomes the toughest most street-smart nappy-happy kid the country has ever known. But you have to guide him home in the "most addictive game of 1991" (their words, not ours).

Are you a good enough influence to guide this bad little boy back to his home? Electronic Arts hope so as they release Brat – the naughtiest boy in town.

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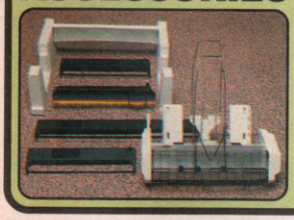

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3RD TIME LUCKY?

RAZE's own man in black, Les Ellis, braves the elements to take a sneak look at another System 3 ninja thingy

The man in black with a whack is back. The latest in the *Last Ninja* saga brings a new aspect to the old story. Old ninj has finally made it back to Tibet, where he now has to face the Shogun Kunitoki in the final, last, ultimate showdown. The battle takes place over six different levels, four of which represent the elements (earth, wind, fire and... void?) as the ninja seeks out his old adversary.

The atmosphere is perfectly set with a three-minute introduction sequence, taking you into the familiar surroundings of the *Ninja* world. However, a deeper look at the game reveals that the main sprite is actually twice the size of the previous character, and the surroundings, obviously, half the amount of play area onscreen. So as not to make it too easy for experienced ninjas, System 3 have designed *Last Ninja 3* to be more arcade-orientated. That is not to say that the game doesn't contain puzzles, they are still there but not as numerous or taxing.

You'll be able to get the last in the *Ninja* series at the end of March for Amiga, Atari ST, C64GS and, later in the year, IBM PC.

The prayer wheel on the top right of the screen will open to reveal any important items in your region. There's a whole new set of combat moves for the latest *Ninja* game. You can also encounter up to three new opponents on the screen at once. Meet the Shogun Kunitoki, your ultimate foe. He is so powerful, he doesn't even need to get up to fight you, he just looks at you and fires light pulses.

PREVIEW POSTSCRIPT

★ If you've got an Amiga or Atari ST, keep your eye out for *Wreckers* from Audiogenic. Created by Denton Designs, the game is based on a space station under attack from a biological cloud. With the aid of four droids you must save the station while maintaining the radio signals to avoid ships crashing into each other. It should set you back £24.99, and we'll have a full review next issue.

"It's freezing in here, turn the heating up a bit."
"You idiot, this is the cryogenics unit, it's supposed to be cold. Now go and put your slippers on before you catch your death of cold."

★ For those clever so-and-sos who have finished *Corporation* (or for those of you who are so stuck or bored that you have given up), Core Design have released the *Corporation Mission Disk* on the Amiga and ST. For only £14.99, you get 16 new levels. You must have the original game to play it, though.

★ For those of you who like a little less action but a lot more thought, SSI and US Gold have come up with *Medieval Lords – Soldier Kings of Europe*. Up to ten players can participate, with you playing an adviser to one of the rulers of the kingdom. Out on IBM PC at the end of March, the price is yet to be announced. (The only question is, can you find another nine friends to fit around the keyboard?)

★ From the producers of *Future Wars* and *Operation Stealth* comes the new Cinematique adventure. *Cruise for a Corpse* sets you on a yacht investigating the murder of the person who invited you aboard. Sounds very like Agatha Christie's Death on the Nile, so no doubt they'll be loads of sleuthing and deducing to keep you going. US Gold are handling the French adventure, and it will be available for Amiga, Atari ST and PC at £24.99.

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By John Ferrari

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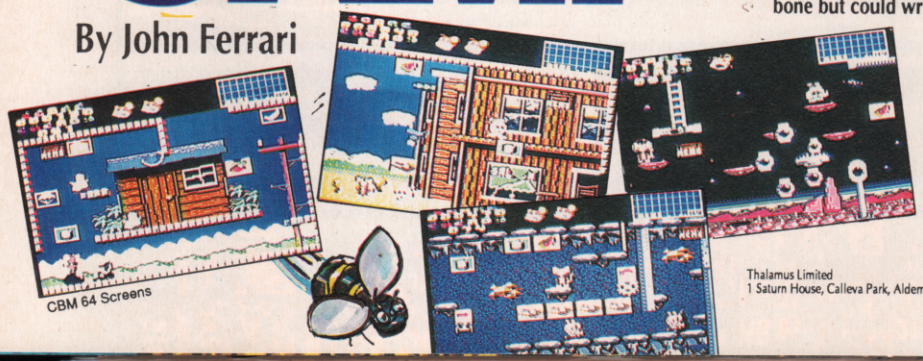

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BIG IN

After turning down lucrative offers from Ovaltine, *Shintaro Kanaoya* gives the advertising world a break, drives off into the sunset and crashes into a lamppost – bloody Tokyo traffic!

The lead character in *Nadia of the Strange Seas* is based around the cartoon antics of one of Japan's most popular heroines.

Minasama yokoso. Ya, okurete shimatte. As usual, I'll start with everyone's favourite console the Konix. Whoops, sorry about that, I meant to say Super Famicom.

The old SF is a bit short of shoot-'em-ups at the moment, so I'll be first in the queue when *Darius Twin,* from Taito, gets released on March 29 (approx £35). It's based on the arcade version, and should be quite a smasher. I haven't actually played the three-screen arcade machine – the queues were too long! – so here are a few extra features for you to think about. It's a simultaneous two-player game, with a huge amount of aliens that mostly look like tropical fish in metal plating. You and a partner have to kill these fishy foes with an array of brightly coloured weapons. Extras allow you to select what level you go to after each completed stage, enable you to have up to eight lives, rapid fire, levels of difficulty, and even listen to any of the music in the game. All pretty basic stuff you may think, but this is on the machine that can turn a humble beat-'em-up into the brilliant *Final Fight,* or an average race game into super-slick *F-Zero... Darius Twin* is one to look out for.

The Mega Drive version of Advanced War Game Simulator follows closely every battle in the main ground offensive against Germany in WWII.

Of course *Darius Twin* won't sell as many as *Super Mario World,* which in turn might not be as popular as *Dragon Quest 5.* Personally, I think the latter is a load of crap, but millions of Japanese can't be wrong, I suppose. Luckily, *Dragon Quest 5* won't be around till the start of 1992. *Drakkhen,* though, should be out for April, looking exactly like the computer versions.

One of the first golf games to make an appearance is the *Augusta National Golf Club Game.* The title's self-explanatory and the game features some beautiful 3-D representations of one of the most beautiful golf courses in the world. Quite coincidentally, the real US Masters takes place in Augusta on April 12, just one week after the game's release. The member's fee is only £40 and you don't have to wear those silly trousers either.

With similar coincidence, Jaleco's *Big Run* screeches in just a few weeks after the Paris-Dakar Rally has finished. This race game is based on the African leg of the Paris-Dakar, starting in Tripoli. By all accounts, it's an identical format to *Victory Run* on the PC Engine, which was incredibly boring after a few goes. An event as exciting as the Paris-Dakar deserves an exciting game, and hopefully this will be it.

And there are plenty more SF releases to come over the next few months: *Sim City* (April 26), *Dungeon Master* (August), *Geomon Dei!* (June) and *Wanderers from Y's* (1991). That's your lot for the Super Famicom, now back to the real world.

GAME NOIRE

The Game Boy is immensely popular nowadays, even with stiff competition from the Game Gear and PC Engine GT. There are so many releases coming out, I've decided to list the games that'll probably be exported to the UK, along with a few words on each.

Here goes: *CaveNoire* (overhead, action RPG), *Holmes the 3-Haired Cat's Adventure* (graphic adventure game with a feline hero), *RoboCop* (computer conversion), *Dragon's Lair* (cartoony adventure becomes a sideways scrolling action game), *Kunio's High School Soccer: World Cup Version* (based on a popular computer cartoon character), *Torpedo Range* (2-D/3-D action shoot-'em-up), *Mickey Mouse 2* (platform adventure), *Racing Spirit* (featuring motorcycles), *Parodius* (bizarre shooting game), *Choplifter 2* (helicopter action rescuing hostages in strange places) and, finally, *Mini Putt* (crazy golf).

THE SHINING

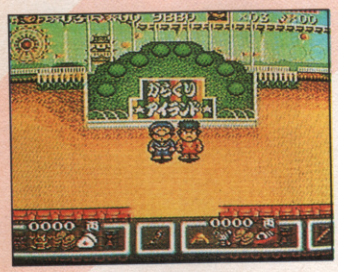
Sega Mega Drive time now. The oft-mentioned (by me, anyway) *Shining and Darkness* is released on March 29, and looks pretty astounding or, as we would say, honto ni subarashi des! The graphics are amazing, with all the creatures looking weirder and wilder than *Dungeon Master,* although the magic isn't as complex and intricate. Time to get the Mega Drive out of the closet.

However, other than that, the rest of the Sega software looks pretty boring. *Advanced War Game Simulator: Second World War Germany* is your bog standard war game, with the added bonus of modem compatibility. *Nadia of the Strange Seas* is your average RPG adventure based on some cute comic characters, though with some stylish pictures. Then there's *Tiger Heli* – shoot, shoot, and shoot again, all in the comfort of your super chopper. *ShikinJo* sounds like an interesting Mah-Jongg inspired puzzle game with, I quote, "high-class graphics and sound".

Looking ahead a few months, there's *Arc's Odyssey,* an action RPG in isometric 3-D (like *Marble*

You can trust RAZE to keep you up to date on the lesser known software houses from around the world. Over in Japan we're always keeping an eye on what those folks at Elf are up to. Great news for RPG/S+M fans with the release of *Dragon Knight II.* Sadly Elf have kept most of their releases to the MSX, let's hope they start on some console versions soon.

JAPAN



Some super graphics are saved for the Super Famicom version of the fifth game in Konami's *Dragon Quest* series.

Madness), and the Mega Drive's answer to PC Engine *Gunhed, Verytex,* a game with weapons coming out of every orifice.

The Game Gear looks like coming up with the goods in 1991, with promises of *Chase HQ, Fantasy Zone G, Pop Breaker* and *The Berlin Wall*, a cutesy comical action game (don't ask).

The Mega Drive PC, the Tera, has yet to gain any Tera-specific software. This is probably due to companies worried about the types of people who play on these machines (you know what they say about PC owners) than the tech-spec itself. Anyway, let's hope we soon see some really good stuff from this corner of the Sega Empire.

REVVED AND READY

Now that the NEC Knacks column has been closed down for refurbishment, you can get all your PC Engine news right here.

First off there's the sequel to *Rainbow Islands, Parasol Stars.* This time your chosen weapon is a multi-coloured umbrella. Suzy Uki and I have been trying out a few two-player moves ourselves, and had a lot of fun in the process. The graphics are naturally cute and the whole affair is very tastefully painted with bright primary colours. It's out now so don't miss it.

American producers, Lucasfilm, have finally finished their Engine extravaganzas, so you should soon be playing *TV Sports: Football* and *Loom,* and a super pair of conversions they look too.

That old baseball game *World Stadium* receives a revamp for the 1991 release. The fat graphics have been improved and stats updated (although they are supposed to be fictional). For the lucky seventh inning they have added a Mexican wave, as well as little touches like the players limbering up by their bench. It's little things like that which make a difference.

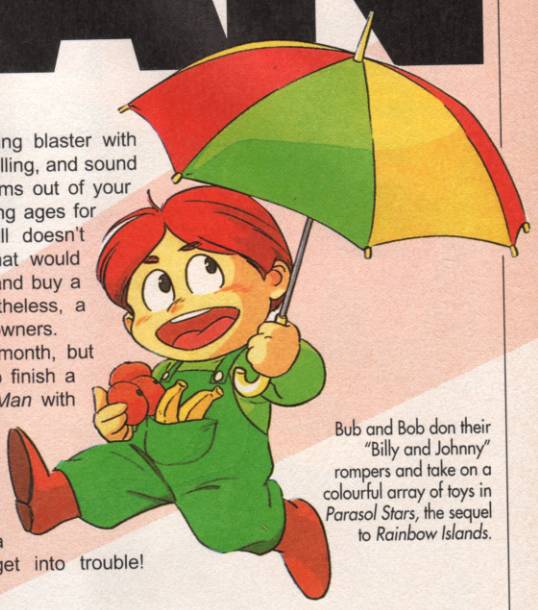
On CD-ROM are *Download 2,* the graphically awesome shoot-'em-up, and the brilliant *Bonanza Brothers,* converted from the arcade. There's also *Silent Debuggers,* a 3-D maze shoot-'em-up which looks a lot like the film Alien. It will jump out of John Hurt's stomach at the end of March.

Back to carts with *Zero 4 Champ* , based on the American sport of the 400 metres car race. The Engine game has you racing the car, winning money, and then improving the car. There's automatic for wimps and women or manual for "real" men who like to get a grip on things (especially lampposts?). There's also a two-player mode where you race each other. Early March release.

And finally for the Engine, a Super Grafx game! It's called *Ardynes* and is a sideways scrolling blaster with loads of parallax scrolling, and sound that will kick the drums out of your ears. I've been waiting ages for it and *Ardynes* still doesn't look like a game that would make you rush out and buy a Super Grafx. Nevertheless, a glint of hope for SG owners.

I'll see you next month, but meanwhile I have to finish a game of *Strip Pac-Man* with Suzy Uki. Take my word for it, that girl will chomp anything she can get her mouth around!

Soro-soro o-itoma shimas, before I get into trouble! Abayo.



Bub and Bob don their "Billy and Johnny" rompers and take on a colourful array of toys in *Parasol Stars,* the sequel to *Rainbow Islands.*

Nope, this isn't another computer/console version of *Chase HQ,* it is in fact a fabulous new version on the Game Gear hand-held.

RELEASES IN BRIEF

GAME BOY

Dragon's Lair – New format, complete with gameplay.
Choplifter 2 – Jump back in your chopper to rescue those hopeless civilians.
RoboCop – Programmed in Britain, this little conversion should be more like the computer game than the arcade.
Mickey Mouse 2 – Better graphics and more puzzles.
Mini Putt – Tiny graphics, but quite good fun. Good range of tunes.

GAME GEAR

Chase HQ – Yup, on the little ol' Game Gear too. Is there no end to Nancy's macho cop friends?
Fantasy Zone G – Can your eyes stand it as they get bombarded with every garish colour the Game Gear can produce?
Pop Breaker – Colourful shoot-'em-up, in control of a girl!
The Berlin Wall – Er, help bash down the aforementioned structure.

MEGA DRIVE

Advanced War Game Simulator: Second World War Germany – Modem compatible war game.
Nadia of the Strange Seas – A young damsel called Nadia travels over some very strange seas.
ShikinJo – Oh no, could this possibly be Mah-Jongg creeping onto the Mega Drive? Yes, but with a fiendish twist.
Shining and Darkness – If you've always hoped for *Dungeon Master* on console, your prayers have been answered.
Tiger Heli – Shoot, shoot and shoot again in this vertically scrolling, er, shooter with helicopters.

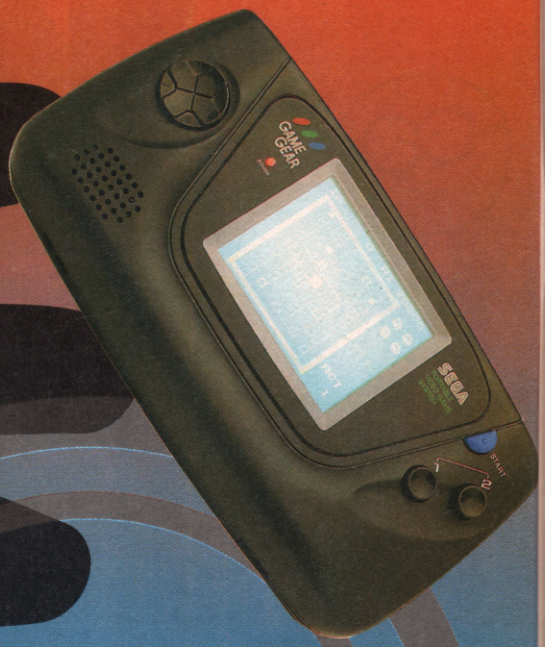
PC ENGINE

Ardynes – A Super Grafx game that contains more parallax scrolling than is healthy. A shoot-'em-up with style.
Parasol Stars – The boys with bubbles are back, and this time they're bringing their umbrellas.
Silent Debuggers – John Hurt's stomach comes as an extra.
World Stadium – A new updated version of the old NES game.
Zero 4 Champ – Have you got what it takes to "pilot" a car down a 400 metre long track and still keep your trousers clean?

SUPER FAMICOM

Augusta National Golf Club Game – Just £40 and you don't have to wear the silly trousers.
Darius Twin – This could be shoot-'em-up of the year...
Dragon Quest 5 – Another in the (too) long line of classic RPGs.

THE BLACK HAND GANG



Sega are synonymous with sleek, black machines. Compared to the NES, the Master System is positively sexy. And as for the Mega Drive... The latest little black box from Sega is their hand-held, the Game Gear. *Julian Boardman* joined the black hand gang

It is a tribute to Virgin's own muscle in Sega Europe that they insisted the Game Gear be released in Britain as soon as possible.

Waiting around would mean that the grey importers would once again clean up – and screw up – the market for the official distributor. True, there are grey imported machines already, but Virgin announced the official release date of the UK machine when the Game Gear was released in Japan, so everyone knew how long they would have to wait. Of course, the main marketing plus on Sega's side was the price. Grey importers are under-cutting the official Mega Drive prices by as much as £50, but it is very unlikely that they'll be able to cut a similar percentage off Sega's £99.99 Game Gear RRP. Still, there's always the software to make a bit of money on. It is very unlikely that Virgin will import *all* the Japanese software as it is released.

Although the Sega Game Gear may feel and look a bit plasticky, there's no-one who can fault the spec of the guts inside it. It comes with four-channel stereo sound, a 4,096-colour palette and 480 x 146 resolution screen. You can also get a little adaptor which plugs in the top and turns the unit into a mini-TV!

the hard stuff

The machine itself does feel a little tacky in its construction, the four-way controller feels a touch loose, and it gives the impression that it would all fall to pieces if you happened to bounce it off your baby brother's head. It has a couple of little recesses on the front where you can attach a strap (and look like a real poof if you carry it over your shoulder). On the back are two more recesses where a little stand fits in – the ideal thing for watching the TV.

What's that? TV, you say? Yep, that's right, a TV adaptor is also being designed for the European market, and it plugs into the cart port like a normal game. The TV unit is expected to be around £50, not bad when you consider a normal Casio mini-TV is around £90.

Back to the front and you get just two fire buttons, a start button, a speaker and a power light (which flashes when the batteries are running low).

The Game Gear takes a whopping six batteries, the same as the Lynx but two more than the Game Boy (that's the price of colour). You can also pick up a battery pack to double the use, and a cigarette adaptor for use in a car. Or it can drain your parents' ring main and add to their electricity bill through an AC adaptor. The reason it needs so much juice is the 3.2-inch colour LCD screen, which is back-lit so you can play with it in the dark (under the covers, no doubt). The palette of 4,096 colours should keep any programmer busy for hours, and also keep Michaela Strachan "bright" while watching The Hit Man and Her at three in the morning. The four-channel sound comes through a speaker at the bottom left and is surprisingly less tinny than you might imagine.

The cartridge sits snugly in the slot at the back, but unusually there is no lock to prevent it being removed when the power is switched on. Next to that slot on the top edge is the port for linking up two machines. Alongside that there's the headphone socket and on the other side of the cartridge slot is the power input socket.

Impressive specs from the latest hand-held, and surely good enough to sell the 1,000,000 units Sega hope to shift in Japan this year. The only thing that might halt the Game Gear's progress in the UK is the fact that by August the Lynx and Game Boy may be too well dug in to shift, having both been around for nearly 12 months. We shall have to wait and see.

Game with 3.2-inch frontiers.

The software

At the moment, the Japs have a choice of 20 games, ten of these will be available at the time of the Game Gear's UK launch in August. Retailing for between £20 and £30, their prices are definitely not a barrier against sales as they compare favourably with the prices of both Game Boy and Lynx carts.

The full list reads thus: *Alex Kidd in Miracle World, Chase HQ, Columns, Csychic World, Cyberball, Devilish, Dragon Crystal, Guinenetic Connection, G-Loc, Head Buster, Moonwalker, Mickey Mouse, Pengo, Pop Breaker, Shikinjou, Squeek, Super Golf, Super Monaco GP, Weddy Prop* and *Wonder Boy* .

At the time of writing, we were only able to get our hands on four of the above list, although all of them should be out within a few month. Here's a quick run-down of the initial releases in the UK.

Columns – Like *Mario* on the Nintendo, it keeps popping up on all the Sega systems. We've already reviewed the Master System and Mega Drive versions, and both received glowing appraisals.

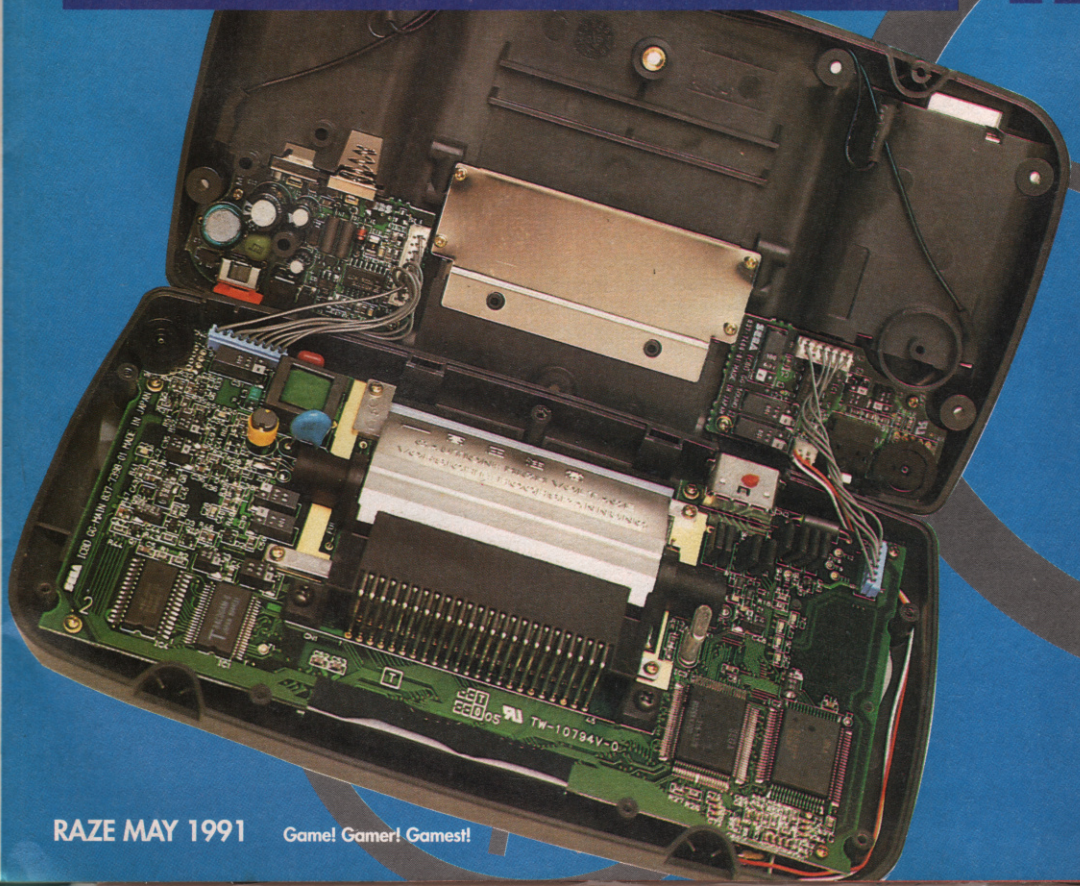
The Game Gear version runs along the same lines. Basically you have to match the colours of the groups of three blocks that drop down the screen to the ones already there to make lines of three or more so they disappear and you score points (a bit like *Tetris*). It gradually gets faster and faster, culminating in a battle to stop the screen totally filling up.

Through the Game Gear link up, a two-player version can be played where you either work as a team to beat the computer or against each other, trying to get bigger scores so the opponent is forced nearer the top of the screen. A simple, highly addictive game that translates well to any machine.

Pengo – The classic cross between *Pac-Man* and *Lode-Runner*, requiring you to run a little penguin around a maze of ice blocks trying to avoid the Sno-bees and get into a position where you can crush one of the Sno-bees with a block. It is the kind of game that you either love or hate because of its simplicity. The small screen of the Game Gear proves to be no hindrance at all, and it could certainly help waste away an idle hour or two.

Super Monaco GP – Here's another Sega favourite that looks likely to turn up on just about every format that you can think of (except those with Nintendo on the front). The race game has all the features of the Master System game allowing you to change the configuration of the car by altering the type of tyre, the kind of gear box and engine etc. All the Grand Prix tracks are in there, each with their own individual backgrounds. It works very well on this small machine and looks set to become the definitive race game for the Game Gear.

Wonder Boy – The arcade classic that launched a thousand clones. This, though, is the original and best. A standard formula beat-'em-up that soon gets your interest by putting our hero on a skateboard, complete with baseball hat askew. With plenty of bonuses to be grabbed, several secret levels to be discovered, not to mention the huge amount of stages in the game, it should keep you popping back up to the newsagents for another packet of Duracells.



SEGA BITZ

★ Electronic Arts are continuing apace with their developments for the Mega Drive, claiming that they intend to release "More titles than Sega themselves" this year. And it seems they're not indulging in "Bovine Scatology" if the list of upcoming titles is anything to go by. This month should see the release of that RAZE favourite *James Pond* followed closely by *PGA Tour Golf*, reviewed on page 38 of this issue. Not to mention *King's Bounty, Might and Magic II* and *Block Out* in June/July, *Centurion* in July and *Road Rash* in August.

Sega releases this month not mentioned in this issue include *Mickey Mouse* and *Moonwalker* on both formats.

GHOSTBUSTERS
Master System

Type AA as your initials and the code 1173468723 for a lot of cash.

MICKEY MOUSE
Mega Drive

Just to prove how far ahead of the times we are, we thought we'd give you a tip for *Castle of Illusion* before it gets released. It seems that if you jump about a bit and keep hitting the bounce button, every time you wander across a secret chest it will reveal itself and become solid. If you then bounce on the chest, it will give you loads of points. Thanks to *Paul Cavell* of Tipton for the above.

NORMAL SERVICE RESUMES...

Sega City returns next month with more tips, news and reviews on the latest Sega hardware and software. Get writing to *Sega City, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

THE GEAR'S GEAR

DIMENSIONS: 210 x 113 x 38

CPU (speed): Z80A (3.58Mhz)

RAM: 64K

VIDEO RAM: 128K

SCREEN SIZE: 3.2 inches

RESOLUTION: 480 x 146

COLOUR: 4,096 palette (32 onscreen for game mode)

NARLY NINTENDO

From beneath a mountain of mail comes all the latest Nintendo letters and tips – and news on the official NES games to arrive over the next few months

Andrew Robb in Aberdeen and many other readers have written in asking for the address of a UK company importing the Light Boy, a unit which enables you to play the Game Boy in the dark. Well, apart from buying a torch, you could always try **Medlantic Hi Tec, 10 Church Street, Market Bosworth, Warwickshire. Tel: (0455) 291865**. On almost the same subject, *Robert Farrell* of Liverpool wants to know of a source for Konami's Case Boy. You could do worse than **Console Concepts, The Village, Newcastle-under-Lyme ST5 1QB. Tel: (0782) 712759**. They've also got a useful little battery pack unit, so give them a ring now.

Kirstin Spanos from Butingford, Herts, wasn't the only one to write in asking about a colour Game Boy. Well, the official response from Nintendo is that it doesn't exist. But they always deny everything, so I did a bit of investigating myself. One grey importer I spoke to reckoned that every Game Boy game already had the coding for colour graphics programmed into it as a matter of course. However, every Game Boy developer that I've seen has developed on a black and white system. Also indicating that it's all a rumour is plain logic. Do you really think that Nintendo would release a colour version this year when the black and white version hasn't even reached half its potential sales? It's much like the rumoured Mega Drive II, it would make bad business sense to release a follow-up so early on in the original's life.

Jared Ball from Chester queries a subject which many readers have raised, that of compatibility. Put simply, the UK NES is not compatible with any overseas cartridges, be they Japanese or American. The Game Boy, however, is totally compatible with any carts produced for it, no matter what their origin is – however, be warned that Japanese games usually come with Japanese text! At the moment, there is no problem with the Super Famicom as the machine is only produced for Japanese buyers. All SF import machines are Japanese as are all the carts. There are no American or UK Super Famicoms yet.

If you have any queries, questions, quibbles or quarrels, send them – along with those tips – to *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH*. All the best contributions get a free game.

HOTLINE OPEN!

Stuck on a game? Don't know where to jump next? Do not fear the hotline is here. As promised a couple of issues ago, the Nintendo Hotline is now up and running, with six Game Counsellors (tipsters to you and me) at the end of the phone with all the official titles lined up in front of them. More info on these six trend-setting tipster dudes soon. Till then, here's the all-important number.

(0329) 822662

RAVE

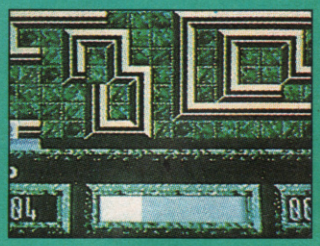
LOOPZ

MINDSCAPE ● IMPORT

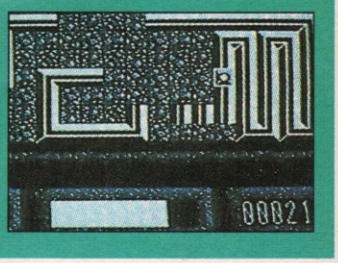
Ever since I saw this cracking little puzzle game on the Amiga, I've dreamed of playing it on the NES (well, not quite). I still find it astonishing that a small company like Audiogenic, with laughable licences like Emlyn Hughes, can produce what is one of the most addictive games you're ever likely to play. Needing both strategy and arcade reflexes, this is one game that you can come back to months later and still get the same enjoyment from.

The idea is based very loosely around that of *Pipe Mania* in that you have to join various odd shaped pieces together to form loops. But that's where the similarity ends. Once a loop is formed, the game tots up the score (taking into account its size and complexity), and removes the loop from the play area. The idea is very simple, score as many points as possible.

***Loopz* is a direct conversion of the computer original (complete with two-player option) and retains all the fast and very frantic gameplay. The graphics are perhaps better than the original, with a varied range of backdrops. Although this was programmed in the UK, by Mindscape, it's only officially available overseas. No doubt we'll be seeing it soon – fromone source or another.**



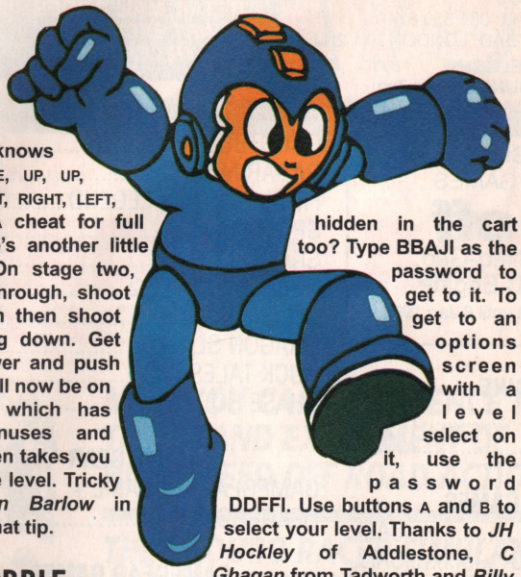
Go absolutely crazy when *Loopz* finally reaches the UK shores later this year.



by Cole Trickle

NEMESIS

Game Boy



Everyone knows about the PAUSE, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A cheat for full power, but here's another little gem for you. On stage two, about halfway through, shoot the square alien then shoot the tower facing down. Get beneath the tower and push up into it. You will now be on a bonus level which has power-ups, bonuses and extra lives, it even takes you to the end of the level. Tricky work from *Jon Barlow* in Exeter got you that tip.

hidden in the cart too? Type BBAJI as the password to get to it. To get to an options screen with a level select on it, use the password DDFFI. Use buttons A and B to select your level. Thanks to *JH Hockley* of Addlestone, *C Ghagan* from Tadworth and *Billy Mager* of Sheffield. Good on ya all!

BUBBLE BOBBLE

NES

After the super little codes from Snardy Cadette last month, here's a few more extras to help Bub and Bob on their quest. When playing with two players, if one player loses all his lives, he can press PAUSE and then SELECT to get an extra man. This only works if the other player still has more than one life. Also, did you know that there's a *Super Bubble Bobble*

FORTRESS OF FEAR

Game Boy

Here are a few tips on that great arcade adventure from Acclaim. Thanks to Jonathan Boot in Raunds for this little lot.

1-0: Walk to the left and get the extra life and key.

1-1: Go through the bottom door then get the extra life and leave the room.

1-2: Get the Spell of Invincibility using the key from level 1-1. You should now be in the room with three gems; pick them up, then jump onto the life and jump to the right. Now you should be able to enter two rooms, one with a life and a key.

1-3: Stand on the bottom platform to kill the giant and finish the stage.

Incidentally, you can only get nine lives and ten gems make one life.

MICKEY MOUSE

Game Boy

Here are the codes for all 80 levels of the rodent's adventure. One thousand thanks to *Mar Wan* in Leicester and *Mike Walpole* in Wolverhampton. (There's a bit of confusion over what's a Z and what's a 2, so change them about if the codes don't work first time.)

1 .....SSSS	21 .....SP3Z	41 .....PSRW	61 .....PPMX
2 .....SZWS	22 .....SYEZ	42 .....PZFW	62 .....PYCX
3 .....ZS2S	23 .....ZP4Z	43 .....YSJW	63 .....YPAX
4 .....ZZPS	24 .....ZY9Z	44 .....YZKW	64 .....YYOX
5 .....SW3S	25 .....W2RZ	45 .....PWMW	65 .....S3S2
6 .....SXES	26 .....WTFZ	46 .....PXCW	66 .....S1W2
7 .....ZW4S	27 .....X2JZ	47 .....YWAW	67 .....Z322
8 .....ZX9S	28 .....X2KZ	48 .....YXOW	68 .....Z1P2
9 .....WSRS	29 .....WPMZ	49 .....22SX	69 .....SE32
10 .....WZFS	30 .....WYCZ	50 .....2TWX	70 .....SHE2
11 .....XSJS	31 .....XPAZ	51 .....T22X	71 .....ZE42
12 .....XZKS	32 .....XYOZ	52 .....TTPX	72 .....ZH92
13 .....WWMS	33 .....2SSW	53 .....2P3X	73 .....W3R2
14 .....WXCS	34 .....2ZWW	54 .....2YEX	74 .....W1F2
15 .....XWAS	35 .....TS2W	55 .....TP4X	75 .....X3J2
16 .....XXOS	36 .....TZPW	56 .....TYAX	76 .....X1K2
17 .....S2SZ	37 .....2W3W	57 .....P2RX	77 .....WEM2
18 .....STWZ	38 .....2XEW	58 .....PTFX	78 .....WHC2
19 .....222Z	39 .....TW4W	59 .....Y2JX	79 .....XEA2
20 .....ZTPZ	40 .....TX9W	60 .....YTKY	80 .....XHO2

TIGER HELI

NES

Thanks to Greame Kelly (or should that be Helly?) for this cool cheat. When you have lost all your lives, just press A, B and START simultaneously and you'll start where you died.

FINAL FIGHT

Super Famicom

Yo! Check out the first ever cheat for the Super Famicom. On the title screen, press LEFT and START to enter the options screen. Well spotted *Dave Rawlinson* from Liverpool.

PILOT WINGS

Super Famicom

Judging by the crazy response that I've had over the SF, it looks like Nintendo have another hit on their hands. Let's pause for a moment in prayer, to ask the all-powerful heads of Nintendo to bring over the Super Famicom as soon as possible. *Pilot Wings* is probably the best game yet and here are all the codes from *Paul Thomas* in Weybridge.

STAGE 1: 985206
STAGE 2: 394391
STAGE 3: 520771
MISSION 1: 108048

When the first mission is completed, you'll be promoted to a Pilot Wings Expert and play some VERY difficult stages.

STAGE 1: 400718
STAGE 2: 773224
STAGE 3: 165411
STAGE 4: 760357
FINAL MISSION: 882943

SUPER MARIOLAND

Game Boy

This is without doubt the top-selling hand-held game in the UK. Surely there is someone out there who hasn't found all the secret rooms. If you haven't, *Colin Billington* from Birkenhead has come up with the goods.

1-1: pipes 3 and 6
1-3: pipe 9
2-1: first and last pipe
2-2: first and last pipe
3-1: first and last pipe
3-2: pipe 7
3-3: pipe 4
4-1: pipes 1 and 34 (before the guns)
4-2: pipes 2 and 12 (use gun to collect gems)

TENNIS

Game Boy

This is a great little one- or two-player game and well worth your pennies. *David Payne* from Epsom sent in this curious tip. When you are serving, press A or B to throw as usual, but instead of hitting the ball straight away, wait till it's too high and press A or B again. You'll miss the ball, but can now move the player. Position him directly under the ball and let it hit him on the head. You now win the point without actually hitting the ball. Strange, but true.

FUTURE SMASHES

THE OFFICIAL FUTURE OF NES

Gremlins 2

Guide little Gizmo through Clamp Tower, just like in the film. Avoid the mutated gremlins and perilous traps, whilst trying to reach the end of each of the five levels. Contains some great animation during the game, and a wide range of intermediary screens.

Rescue

Remember that old computer game from Infogrames called *Hostages*? Pretty cool, wasn't it. Well, now you can go undercover on the NES, although this time the game's called *Rescue*. Same game, different name, sure-fire hit!

Bad Dudes

This game has been around for absolutely ages. *Bad Dudes* came out on computer under the name *Dragon Ninja*, the name of your adversaries in *Bad Dudes*. So who are the "bad dudes"? Well, that's you and a mate! Grab a joypad and kick some ass.

Ghostbusters II

The computer versions were overflowing with graphics but lacked the playability needed for long-lasting appeal. Not to fret, though, because the NES version has been redesigned with more gameplay and a different type of game. Who you gonna call? Nintendo!

Nintendo World Cup

If there's one game that's going to smash into the charts soon, it has to be *Nintendo World Cup*. The animation in this cartoony football game is absolutely hilarious. A cult classic I would predict.

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ATARI ATTACK

by Richard Monteiro

The Lynx phenomenon continues with new games and new accessories being announced every month. There's exclusive details of Lynx Lemmings, and a fantastic bumper tips section.

The big news this month is that it looks highly likely Dave Jones of DMA Design will be converting his phenomenally addictive Lemmings game (reviewed on the Amiga in RAZE 5) for the Atari Lynx. Atari want it. Psygnosis are thinking about it. Dave Jones wants to... so it's virtually certain you can expect to see lovable Lemmings on your Lynx towards the end of the year.

Says Dave of the Lynx: "it's a great machine – fast, plenty of colour and a great screen. I'm really looking forward to developing for it; particularly as much of its hardware is based so closely to the Amiga."

In case you missed the spectacular review of Lemmings in issue 5, the story runs thus. In Psygnosis' make-believe world of Lemmings, hundreds of vole-like creatures follow one another aimlessly. Unfortunately there are far too many precipices and other perilous traps for the Lemmings to fall over or land in. And because Lemmings keep on walking regardless of what's in their path, more often than not a simple hazard will result in mass suicide.

Your job is to guide Lemmings from one level to another while losing as few lives as is humanely possible. The game's a gas in single player mode and horrendously addictive with two players. Look out for Lemmings on the Lynx – it's guaranteed to be one of the best games yet!

Incidentally, Dave Jones will also be converting the classic scrolling beat-'em-up Shadow of the Beast to the Lynx this year. Remember, you heard it here first!

BEAUTY AND THE SHADOW OF THE BEAST

A selection of scenes from the soon-to-be-Lynx-converted *Shadow of the Beast*. Your aim in this 1989 Amiga release is to fight your way through several different regions in order to reach the heart of the enemy's stronghold. Any creatures you encounter will invariably be hostile. Contact can be avoided by punching or kicking the creatures away before they get close, or by shooting them if you have a weapon.

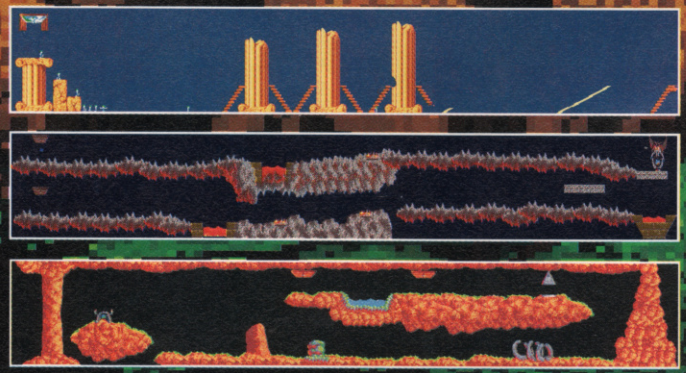
DMA DESIGN

LIVE A LEMMING LIFE

Lemmings do one thing: walk in a straight line. However, they can be forced to change jobs as the guide below shows.

- Climber – scales vertical walls and steep rock faces.
- Floater – descends large falls safely with the aid of a brolly.
- Suicider – blows up and partially destroys surroundings.
- Stopper – prevents other Lemmings passing either side.
- Builder – constructs bridges for getting over gaping holes and other obstructions.
- Basher – knocks its way viciously through horizontal things like rocks and walls.
- Miner – digs diagonally through diggable landscape.
- Digger – buries vertically through the ground and doesn't stop for anything!

If you feel there's absolutely no chance of completing a level because of some earlier disaster, you can always hit the genocide button. It's cruel to waste a 100 Lemmings in one go, but damned pleasurable! Just before exploding into a thousand pixels, the Lemmings turn and face you and wave a last fond farewell. They just don't care.



Just three of the 100-plus levels in Lemmings. The creatures come pouring out of entrances at the top of the screen. Some levels only have one entrance while others have several. You've got to be quick to block off any routes which might lead Lemmings into trouble. Each level poses its own problem. Some can be cleared relatively quickly while other will need a lot of head scratching. Most of the time though it's a case of sacrificing a few to save many.

Julian "gas" Boardman

LYNX HACKS & STACKS

As ever the Atari Attack hack sack is bulging. And here's the cream of an excellent lot. The best tip printed each month wins the author a copy of the latest Lynx release. How about some Zarlor Mercenary, Xenophobe, Klax, Paperboy, Rampage, Road Blasters or Rygar tips – any offers? Scribble your gaming solutions to Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

LYNX LIVERIES

Just to prove that all those Lynx extras I mentioned last month weren't made up stories to fill space, I trundled off to Atari to take a peek at all the new gear. As you can see from the picture below, the kit is extremely smart. Atari UK have even decided on a price structure for the items and they are as follows:

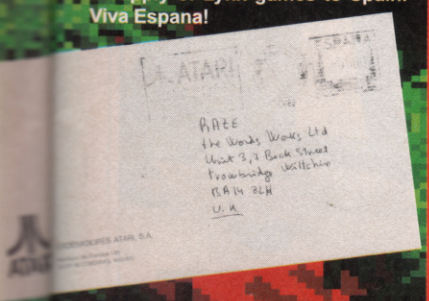
Car lighter power adaptor.....£9.99
Sun visor/screen guard.....£5.99
Lynx player's pouch £9.99
Lynx carrying case.....£14.99

All the above items are available from your favourite Lynx stockist now, so go dress up your machine properly!

Incidentally, the two Lynx games due out this month are *Ninja Gaiden*, a ferocious martial arts beat-'em-up and *World Class Soccer*. Both are priced at £29.99.

OH, IN YOUR LETTER...

It's understandable that Lynx games are in such demand (being of such high quality and all that), but we didn't realise that supplies had got so low in Spain that desperate action was required. Indeed, we didn't fully understand the plight of Atari Spain until we received an entry – in an official Atari envelope and bearing an Atari Spain frank – to the Lynx game carts compo in RAZE 4. Sadly the answers were incorrect so we couldn't oblige, but being such a caring, sharing lot on RAZE we passed on this note of despair to Atari UK. The upshot of it is that Atari UK are now rushing a supply of Lynx games to Spain. Viva Espana!



SLIME WORLD

Level five of this game is unique in that the map is straight – there are no twists, no turns, no short-cuts. But the difference doesn't stop there: each small section features a logic puzzle which must be completed before you can get to the next stage. For those that enjoy exploring to the full, Stuart Wynne from Chester (yes, he of ZZAP! 64 fame) has discovered the codes for all 54 fiddly bits in level five. What a lad! The codes are listed in the sequence they must be completed. Start with the top left column and work downwards .

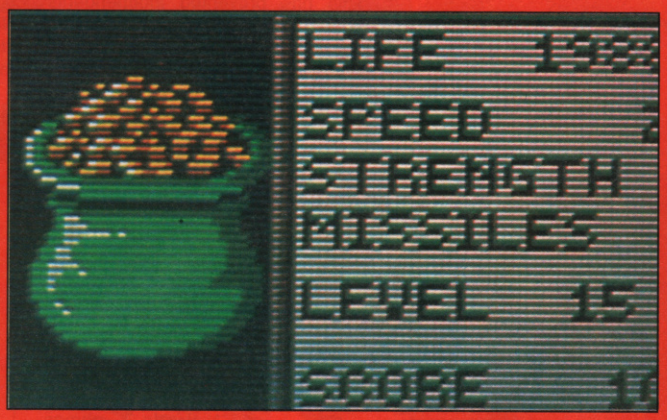
```
9C26F4 9B62B7 02A2FF
9F63B0
C02032 C4E17F C2A1B2
032770
DF67F4 022470 05E7B3
47667F
4621BE 8522F9 06E3B8
8921F8
C966F9 8C65BB CDE665
71E1E1
4C21A4 8E61A1 0EE3A0
CBA3A5
8D62A1 8F22E3 7527A3
336720
CEE565 F52520 39652C
3CA4EB
B7E42D B2A662 BA64A8
F162ED
77E3E9 796168 BBA66B
3BE0AA
FF6106 60A417 236516
E02711
A126D1 652692 E6A79C
E8E55F
A6E61E 6A2798 AD25D8
27A1DF
A7A358 7CE2D1
```

GAUNTLET III

While this isn't actually a game busting tip, it's certainly possible you might not have noticed this nifty feature in the past claims Adrion MacHeriot of Trowbridge. Select your character as usual, but don't touch the directional joypad or buttons A and B when transported to the first level. Push OPTION 1 and OPTION 2 simultaneously to be lunged forward five levels. You can continue pressing this key combination until you get to level 20. After that the cycle starts from level 1 again.

CALIFORNIA GAMES

Yes, a quintuple jump (or an unreal 360 as it's called in the game) really is possible in the surfing section. And to tell you how it's done, master of the motion, Welshman Robin "Reliant road" Hogg (another member of the esteemed ZZAP! 64 team) takes the wheel. While we can't comment on his surf jumping techniques (not actually having seen him do the feat), we can tell you that the contents of his wallet keep his joystick arm exercised. So, Robin, take it away: "er [mumbles, gurgles, chokes and spits], thank you, well [arms flap aimlessly] it is possible. There... that's it [arms circumnavigate body violently]. Thank you, thank you. My name's... [pauses for thought] Robin Hogg; good night [mumbles and cackles incomprehensibly to himself]."



XENOPHOBE

Mark "Corky" Caswell from Ludlow, Shropshire, is the man responsible for the fabulous tips for this frustrating game. However, if you don't agree with what he's written send your hate mail to CRASH magazine (because that's where the lad hangs around when he's not busy playing Lynx games). Take it away, Mark...

1. One of the first thing to do on level one is deactivate the impacting machine.
2. The best way to determine enemy activity is to quickly run into a room, take a look around and then run out again.
3. If there are many aliens in a room, lob a few grenades through the doorway.
4. When entering a room, crouch down and fire like crazy.
5. The best all round weapon is the electro gun. Don't leave home without it.
6. Pick up all items lying on the floor. Especially useful are vitamins and fluid bottles (as they replenish energy), jet packs and comlinks (these keep a tally of the percentage of aliens remaining).
7. Don't panic if you encounter a pit and don't hold a jetpack – you can, if you're careful, leap across.
8. When festors poke their heads around a door, duck as they file energy bolts from their eyes. If you're quick you can return their fire.
9. On level five a security robot will chase you until you find a red ID card (location varies) and get to the security console on the first floor.
10. When the alien percentage counter drops to around 10% just sit and wait.

LYNX TOP TEN (UK)

Chart supplied courtesy of SDL

1. BLUE LIGHTNING
2. GAUNTLET III
3. SLIME WORLD
4. ELECTROCOP
5. ROAD BLASTER
6. GATES OF ZENDACON
7. XENOPHOBE
8. ZALOR MERCENARY
9. MS PAC MAN
10. KLAX

entertainment USA

Our Stateside guru, Hank Weinsnotter, manages to stop playing with his joystick long enough to bring news of the latest releases from across the great puddle

Undoubtedly the big news this month is that Nintendo of America have recently announced they will permit independent game companies to manufacture their own Nintendo cartridges. Until now, Nintendo manufactured all NES carts; even those sold by independent companies. This has prevented independents from making their own carts or seeking out less expensive manufacturing elsewhere. It has also caused considerable bad feeling.

What does this mean for Nintendo players? Well, for a start, it will probably mean that the uniformly gray Nintendo cartridges you're used to popping into your deck will give way to a wider variety of colours. More importantly, however, it could lead to lower prices for Nintendo games although it is doubtful that the drop will be dramatic.

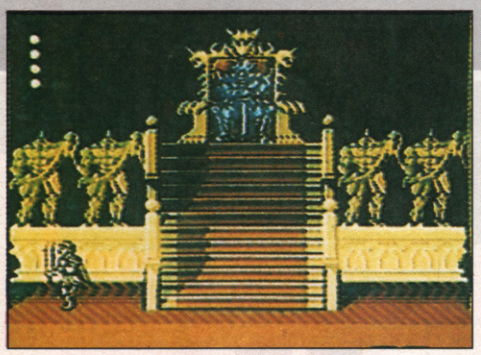
Lower manufacturing costs don't always result in lower prices at the store. Another possible effect of this new policy is that there will be fewer shortages of popular games. In the past Nintendo controlled how many copies of a game were manufactured. When a game became a hit, supplies would often dry up.

Certainly this seems to be a softening in Nintendo's attitude, and it will be very interesting to see if they go a step further and allow software houses to produce games without the need for a Nintendo licence. A handful of game companies are already manufacturing their own cartridges without a licence and are currently being pursued by Nintendo's lawyers. But since many stores won't carry unlicensed carts the games are pretty hard to find.

● Colour Dreams have been in the unlicensed Nintendo business for some time. Their newest release is *Challenge of the Dragon*. In this arcade adventure you try to free the kingdom of Lrin from the clutches of an evil wizard (now there's a novelty). Each of the game's ten levels includes a variety of ninja and end-of-level guardians.

● Bunch Games are new to the Nintendo scene and have *Castle of Deceit* as their first release.

● American Video Entertainment, another new unlicensed company, have also released their first Nintendo titles. *Puzzle* is based on a children's tile game in which you shuffle small squares in order to create a picture. *Krazy Kreatures* is an oddly addictive game in which animals and other objects bounce onto the playing field; you have to move them around to get a certain number in a row before the field fills up. *Pyramid* is a Tetris-style game. Still to come from AVE is *F-15: City War*, a jet fighter shoot-'em-up.



For years all was peaceful in the hamlet as the villagers tried to forget the days of carnage when he roamed the land. But one day a flash of lightning struck the monsters tomb, bringing him back to life. In this horizontally-scrolling arcade shoot-'em-up, Franky goes on the rampage with the help of a dose of magic to summon a host of baddies. You are one of the rescue party aiming to free Emily and the villagers. What else could it be, but *Frankenstein* on the gnarly Nintendo.

GO AHEAD, MAKE MY DAY

"This is the Magnum 45, the world's most powerful hand gun. Why, one shot from it could blow your head clean off. So you've got to ask yourself one question: do you feel lucky? I know what you're thinking; have I fired six shots or only five? Well, ya know, in all this confusion I've forgotten myself. So tell me, punk: do you feel lucky? Well, do you?" Now's your chance to talk in a low growl as Callahan in the Nintendo release *Dirty Harry* as you chase the Colombian drug lord who's setting up shop on your home town in San Francisco (how dare he). The kingpin's name is Anaconda - an' he don't like cops. With your trusty Magnum, plus a variety of other weapons such as bazookas and harpoon guns, you can punch, kill and eat chilli dogs to your heart's delight.

MEGA WARE

Available now is *TechnoCop* from RazorSoft, *Super Volleyball* from Video system, *Sword of Sodan* from Electronic Arts, *Grenada* from Renovation and *Shadow Blasters* from Sage's Creation. On the horizon is *Aero Blasters* from Kaneko, *Cross Fire* from Kyugo Trading Company, *Junction* from Micronet, *Bimini Run* from Nuvision, Ka-ge-ki from Sage's Creation, *Dando* from Treco, *Beanball Benny* from Nuvision and *Berlin Wall* from Kaneko. There's a lot of action on the Genesis (Mega Drive) over here in the States, and these titles simply represent the next two months' worth.

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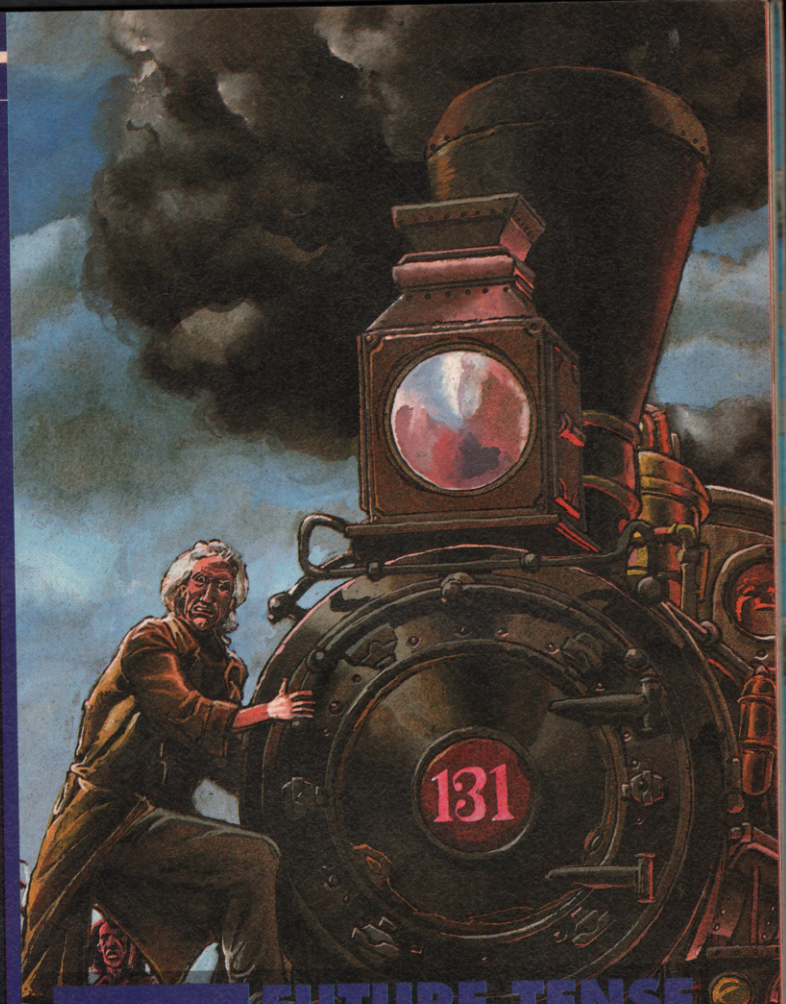

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Metal Masters... 30
Masterpieces of technology left by a long-gone civilisation do battle to pass the time. And there's plenty of that when nothing but a well-aimed missile can stop your clock ticking.

Midwinter II... 34
Sixty years after the thaw, a tyrannical empire of huge proportions threatens world peace and security. As a member of the Atlantic Federation you've got to crush the uprising.

Cyber Shinobi... 48
Zeed's returned and aims to cause a nuclear meltdown with the help of a few well-aimed A-bombs. As grandson of the mighty Mushashi, it's up to you to prevent disaster.

PAST PERFECT

Warlords... 28
A peace pact between eight empires has collapsed and the kingdoms of olde are crumbling. Can you restore order and get the rulers of the other provinces to live in harmony?

Genghis Khan... 32
He rose from rags to riches as he built the mightiest and most feared empire the world has ever seen. In Koei's latest epic, you can do the same. After all, if anyone Khan, you can!

King's Quest V... 36
All hell's broken loose – you're king of the castle and everyone's playing at dirty rascal. Manannan has walked off with your house, Cedric the owl knows everything, and you've got a hangover

WARLORDS

It's not like Les Ellis to use underhand tactics while trying to get a review written. But that was just what was needed for this Aussie war game

Warlords is quite an innovative little game. Its most attractive feature is that you can invite up to seven other human players to join you, or the computer can take up any of the spare places to make a total of eight participants. The eight players have to battle it out between themselves to take control of all the 80 cities in the Kingdom of Illuria, with the reward of being crowned the Supreme Warlord. There is only one way to do this: destroy everyone else.

Brute force is but one stepping stone on the path to victory. To become the land's leader you may also need to ally with dragons, befriend wizards, or even have a few of your "heroes" to go out into the battle and wield one of their magical swords. Of course, if all else fails, you could fall back on clever military tactics and economic warfare (bit boring, though).

There are four levels of computer control, ranging from the measly Knight to Baron, Lord and finally the Warlord. The toughest fight you could ever imagine would consist of one human player playing seven Warlords. SSG claim to have pioneered the development of artificial intelligence and their claim seems to be justified in *Warlords*. In fact, some of the computer players go out of their way to act like human players, even making mistakes like wasting money or forgetting who they are trying to form alliances with and who they're trying to kill.

The eight-player aspect adds a refreshing dimension to an otherwise very simple wargame. The one player game is still challenging, and if you've got a handful of friends to play with, all the better.

The blue knight goes walkies but leaves his blue castle with a substantial garrison in it – just in case anybody fancies popping around for more than tea and cakes.

"Come and have a go if you think you're hard enough." Chants like that lead to one result: war!

ATARI ST £24.99 ● SUMMER'91 SSG

IBM PC £24.99 ● OUT NOW SSG

AMIGA

GRAPHICS **71%**
✗ Little to mention apart from...
✓ ...very clear and precise map detail.

SOUND **56%**
✗ Just a few boring acknowledging beeps.
✓ Impressive fanfare annouces your turn.

PLAYABILITY **75%**
✓ Multi-player option is fun.
✓ Accessible menus and manual.

SSG £24.99 ● OUT NOW **74%**

THE EIGHT RULERS

The Kingdom of Illuria is divided into eight different coloured parts, each ruled by either a computer or human player. The different races each have their own distinct background and history, a summary of which is given below.

The Sirians (white) – These knights would rather convert you to the teachings of God with a swift sword to the neck than a copy of the New Testament in the hand.

The Storm Giants (yellow) – A race of powerful 12-foot giants. They hate anyone shorter than themselves (ie: everyone), and vow to rid the land of what they call the infestation of miniscule pests.

The Grey Dwarves (light blue) – These are hardy folk who would love nothing better than to mine the land of Illuria for the treasures hidden within it. They regard everyone else as an obstacle to this aim.

The Orcs of Kor (red) – Everyone hates the Orcs, they are ugly, have no manners and, above all, smell! Subsequently, the Orcs hate everyone else. This is not conducive to a peaceful relationship.

Elvallie (green) – A strange band of forest folk. The possibility of other people entering their forest is unthinkable. In their view, killing off everyone else in the land is just sound ecological practice.

The Selentines (purple) – A megalomanic human race who regard a tree as a boat just waiting to be built. Their relationship with the Elvallie people is strained.

The Horse Lords (dark blue) – Wherever there's a Lord, there's a horse. Generally a wild people, the Horse Lords have one thing on their minds, to stable their horses in the ruins of other civilisations.

Lord Bane (black) – The evil Lord's legions include the Dark Elves, Men, Ogres and Orcs. Tradition and ambition both decree that he must attempt to enslave all of Illuria.

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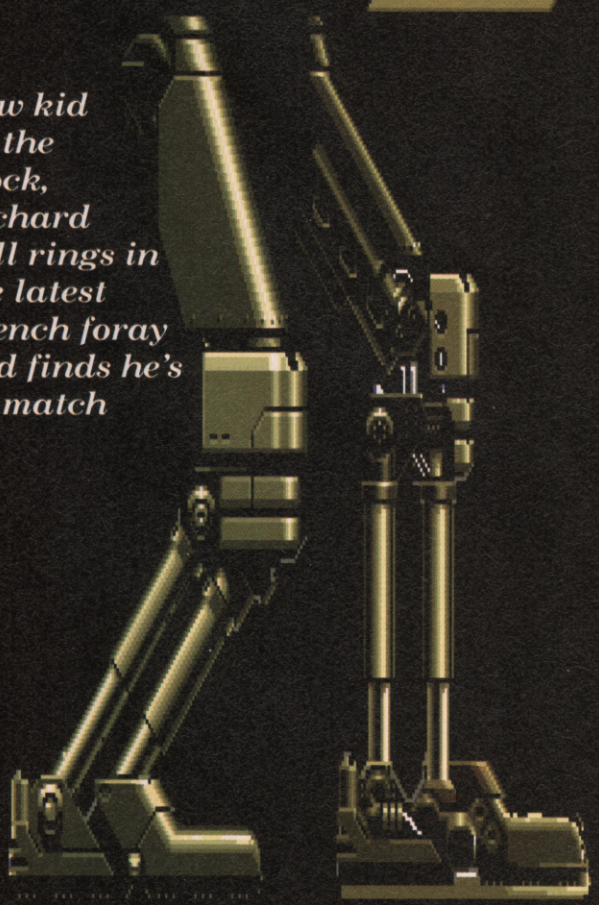
METAL MASTERS

With your previously acquired prize money, you can purchase some extra hardware for your next sortie. This section also gives you the facilities to sell any damaged equipment that you may have (although trade-in prices are not that good). The equipment on offer (in numbered sequence) is a fist, three claws, powersaw, legs, can, punch, hacker, cleaver, padded legs, box, hammer, smasher, laser shield, platform legs, safe.

New kid on the block, Richard Bell rings in the latest French foray and finds he's no match



What a con. Under extreeemely false pretences, I was assured that this was the ultimate in Heavy Metal games. Jools and Les assured me of a super Iron Maiden tune, some sexy Kiss make-up, and a great digitised sequence where Ozzy Ozbourne bites the head off a bat. It turns out that *Metal Masters* is nothing more than a beat-'em-up with oversized dustbins. Friends, huh, who needs 'em?

The scenario is a familiar one. The world (as we know it) has changed beyond recognition. It was the monsters that created the whole mess, the *metal* monsters. Now the indestructible results of over-indulgent scientific experiments have been banished to the wastelands. No-one goes out of the city limits anymore, but they know what goes on out there – violence. The Metal Giants have no wars to fight and no missions to complete anymore, so they just fight in competitions that last for weeks.

After being sent to the wastelands, the more intelligent robots developed themselves into skyscraper-sized battle machines. Taking control of one of these machines, you decide to enter a contest in the hope of gaining the untold riches that the robots have hoarded over the years. Only the toughest will survive. Have you got the mettle?

AMIGA — INFOGRAMES £24.99 ● OUT NOW

ATARI ST

GRAPHICS **81%**
✓ Well-animated characters.
✓ Attractive, varied backdrops.

SOUND **76%**
✗ Naff title tune, no in-game music.
✓ Good effects, but a bit weird.

PLAYABILITY **53%**
✗ Far too shallow and repetitive.
✓ Limited amount of moves.

INFOGRAMES £24.99 ● OUT NOW **61%**

Our latest "professional games player" gets ten bells knocked out of him by the oversized dustbin. The panel at the bottom of the screen shows the equipment status of both players. The four icons represent left arm, legs, torso and right arm respectively. If you suddenly find you can't move, it's probably because your legs are knackered, and with a quick glance at the icon you'll discover what the alarming red colour indicates.

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GENGHIS KHAN

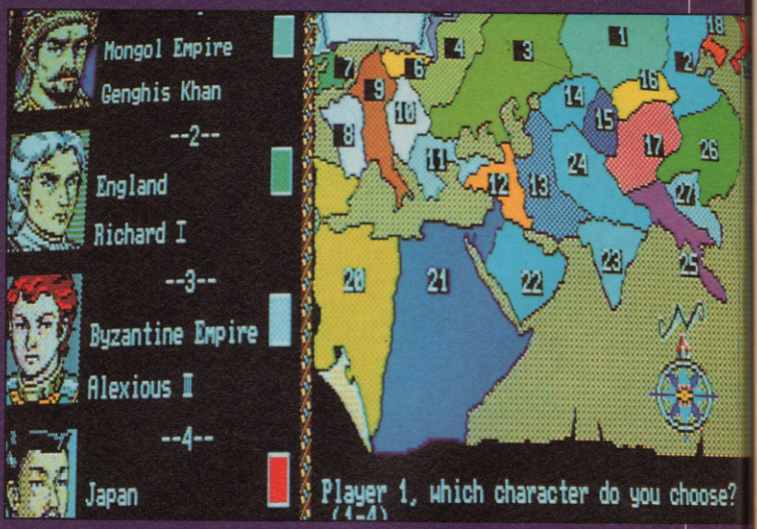
If anyone can, Les Ellis Khan

Genghis Khan's reign of terror lasted throughout his life in the Mongol society from 1162 to 1227. He rose from rags to riches as he built the mightiest and most feared empire the world has ever seen. With Koei's latest epic, you can take the part of any of the great rulers of Khan's time. One moment you could be deep in the heart of Japan, in the robes of Shogun Minamoto, while the next go you might be fighting the Crusades with Richard the Lion Heart. Either way, there's plenty of scope for the megalomaniac in all of us. However, as all megalomaniacs know, it takes some time and effort to conquer the world.

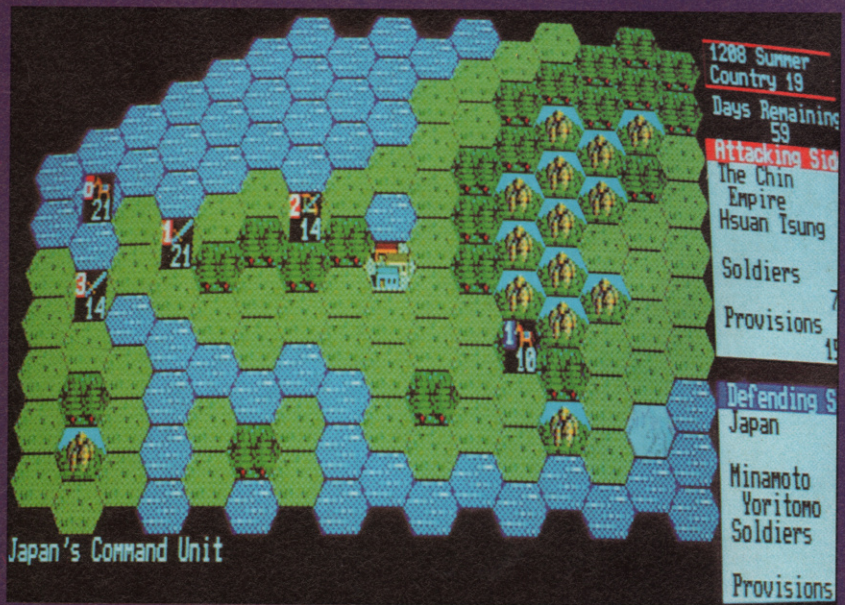
There are basically two kinds of domination that you can try to achieve, and both are equally challenging. The first takes you back to the roots of Genghis's fighting days, where you must survive as the Mongol chief Temujin. In the World Conquest you can take the part of a great leader in history and try to conquer the world. However, if your "great leader" should inadvertently snuff it (by natural causes or not), you can nominate a successor (assuming you have some kids!).

The exceptionally deep gameplay – with you handling everything from the governors of your regions to spies and mercenaries – and historical accuracy make *Genghis Khan* much more than a pale imitation of life over the centuries (as is the case with most strat games). Great joy can be had by planning your offensive attack and invading a country, while the volatile nature of the world's leaders ensures you don't ignore your own backyard either.

Like Koei's previous releases, *Nobunaga's Ambition* and *Romance of the Three Kingdoms*, *Genghis Khan* accurately portrays the activities of the era while mixing in immense depth of gameplay to form a masterful accomplishment.



Each leader will be given certain attributes to use during the game. Who gets what will depend on you, although no player can totally dominate the game with their preset abilities, it is up to you to do the real thinking.



The main battlefield shows vital stats of both sides in battle. Your units have different jobs to do during the impending war; cavalry, infantry and archers all react to different situations.

IBM PC

GRAPHICS 72%
✓ Good detail on hex map.
✓ Very informative and readable stats screen.

SOUND 25%
✗ Only a few acknowledgement beeps.
✗ No sound card support.

PLAYABILITY 88%
✓ Five levels of difficulty mean you won't get bored.
✓ Four player fun (?) with the World Conquest.

INFOGRAMES/KOEI
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83%

Richard II was known for his love of assassinations.

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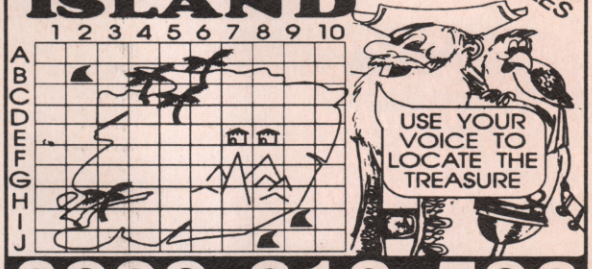

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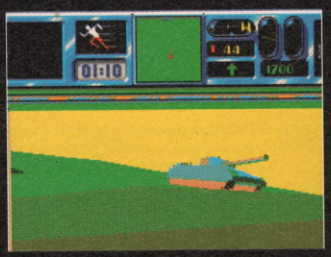
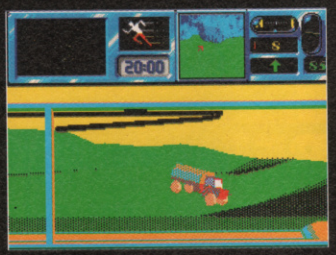
MIDWINTER II

Julian Boardman liked the game so much he almost bought the company – but then realised 26p and a Bobby Charlton football card don't go very far nowadays

It was unfortunate for some computer hack, with his head clearly stuck up his arse, to call *Midwinter* the "Strategy Game of the Decade". Not because it didn't deserve high praise but because it was only March 1990 when he said it, and he had another nine years and nine months to be proved wrong when something better came along. Well he has been proved wrong, within a year, and fittingly it happens to be by the sequel to *Midwinter*. I'll tell you now, *Flames of Freedom* is pure genius, and that is very high praise indeed coming from a Guinness drinker.





While on the move, the status bar at the top remains the smae. Details of your position on the island, speed, direction, the weapon you're carrying , your energy, the time and other information is provided here. The only things that change are the view and the capabilities of each vehicle. There are 22 different types of transport available to you during missions. They are divided into four categories: land, sea, air and amphibious. Each mode of transport has its own characteristics, benefits and drawbacks. Only by using a particular mode of transport for a certain job during a mission will you disocover its true weakness and strengths.

THE DORIS STOKES GUIDE TO PSYCHE

It is inside the Personnel room that the physical and psychological make-up of your agent can be altered. First, the sex of the agent is chosen, then his or her facial characteristics can be changed. Once the appropriately devastating good looks have been selected you move on to adjust your psychological attributes. Each of the eight characteristics can be at any of four levels from poor to excellent. Changing one will affect another in such a way that no person can ever be excellent in all aspects. Your psyche affects the way others react to your actions, how willing they are to help or succumb to threats or your advances.

Charm (authority) – your ability to sweet talk people into doing your bidding.

Sex appeal (reason) – if someone fancies you enough they'll do anything to please.

Deception (charm/sex appeal/pleading) – can you fool people well?

Reason (deception/bribery) – how well people accept your arguments.

Bribery (charm/authority) – your ability to bribe the answers out of people.

Pleading (authority/threats) – the sobs stories do work and can get results.

Threats (charm/sex appeal/reason) – act tough; get results.

Authority (deception/reason) – your ability to command in stressful situations.

It is 60 years since you successfully (or not) defended the island of Midwinter from attack. However, the environment is one thing you cannot defend against and rising sea levels have forced you and the rest of the populace to flee to the friendly island of Agora, headquarters of your new allies, the Atlantic Federation.

Agora is by far the largest island in its 42-strong archipelago, and is situated on its western edge, as far from the Saharan-dominated African mainland as possible. However, the evil Saharan empire have control in one form or another of the remaining 41 islands and intelligence reports indicate that they intend to launch an invasion of Agora and overpower the Atlantic Federation all together.

The invasion is inevitable. It is up to you as the Federation's best

The red roundels showing white men represent all the contacts you have on this island. It is unlikely that this many will have been given to you straight off, but that they will have been introduced through the original contacts that you had. People that you meet may help or hinder.

FLAMES OF FREEDOM

agent to capture the strategic islands and make the Saharan's invasion as difficult and as tortuous as possible – meaning that the final battle on Agora will be as painless as possible. The number of islands you need could be as little as seven, but till you are sure which islands they are it is better to take as many as possible.

The 22 modes of transport on land, in the air and above and below water give unparalleled opportunities for travel around the three million (count 'em!) cubic miles of land and sea scape. And it gives you hours to marvel at the incredible graphics, the like of which have never been seen before on a home machine. It is all based around ray-traced 3-D vectors, but the surface of the sea actually moves, in the best representation of the random nature of waves and the undulation of the water you are likely to see without spending a week at Brighton. Should you happen to be on a boat, you will bob up and down like a good un, no doubt inducing sea-sickness in all but the most hardy of travellers. Should you be on the coast, you can marvel at how the water gently laps up the sand filling any crater a stray missile may have left. It is truly mind-blowing.

The graphics, which smack the bottom of those who believed the ST was dead 'n' buried and slap the wrist of anyone who is too scared to put three disks in a box, will not be bettered by anyone else for a long time (gulp!). The excellent samples for each different vehicle and the huge possibilities for gameplay make *Midwinter II: Flames of Freedom* a monster piece of software that deserves more accolades than anything gone before (including the sausage and egg sarnies from The Crowing Cock). I know it is only March but I will be surprised if anything comes along this year that deserves higher praise.

I am confident that *Flames of Freedom* will be the Game of the Year... Probably.

ATARI ST

GRAPHICS **97%**
- ✓ Immaculate static screens throughout.
- ✓ Remarkable use of fast vector graphics.

SOUND **87%**
- ✓ Cracking good sampled effects.
- ✓ Up-beat atmospheric tunes.

PLAYABILITY **95%**
- ✓ Huge play area with similar depth.
- ✓ 4,000 characters give immense scope.

RAINBIRD
£29.99 ● OUT APRIL **96%**

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Recuperation: the amount of energy gained during rest.

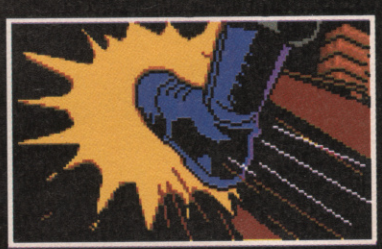
Sturdiness: governs rate of recovery from injury.

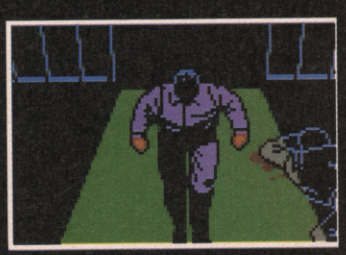
Endurance: governs rate of depletion of energy reserves.

Reflexes: governs resistance to injury.

Your physical side is made up of five different aspects which affects how well you perform in the field against different people and situations. Like psyche, all are interlinked and no-one can ever be perfect.

Control at the end of the corridor takes you into a full campaign. You are invited to select an island that you wish to take, and you are then given the missions that must be accomplished on that island (up to 14), what contacts the Federation have on the island (they may be traitors), and what other information is available about the island. Each island has a skull rating from one to four which determines the danger level of the island. By taking less dangerous islands around a real four-skuller and cutting off its supply routes it will automatically fall. But the Saharans could soon retaliate.

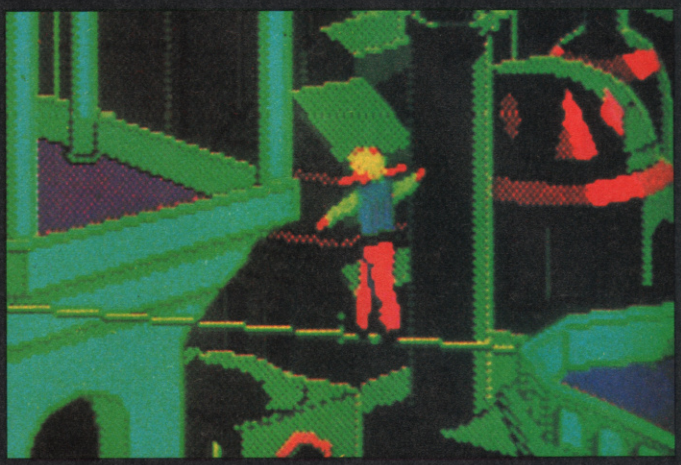




A successful escape from jail will result in the wonderful cartoon-like sequence on the right appearing. You don't want to see what happens if you fail... It's all the detail that makes *Flames of Freedom* so very impressive.

In the bleak mid winter, frosty winds shall blow.

KINGS QUEST V



Paul Rigby sprinkles some fairy dust on himself and joins an owl on a journey (it's amazing what effect a few G&Ts can have on a bloke)

Sierra have finally gone 256-colour on us. With the tagline "absence makes the heart go yonder", *King's Quest V* introduces some of the most beautiful graphic screens you are ever likely to see on a VGA monitor. Indeed, not only have Sierra changed their graphic front-end but they have redesigned their whole interface.

The plot and background to the fifth *King's Quest* game are just what you'd expect from Sierra visionary Roberta Williams. Cuddly, wise old talking owls mix with dastardly evil wizards (boo, hiss). I almost expected to hear strains of Disney's "When you wish upon a star..." as the long, animated, introduction played through. Many players will like this style (me included – well, I'm an old softy at heart), however, the cynics amongst you will immediately reach for the sick bag. You have be warned!

The story? Well, imagine. You've had a good night out. Feeling a bit squiffy, but – hey – it's party time, right? Staggering home, because you can't afford the taxi fare, you turn the corner expecting to see your beautiful terraced council house and... it's gone! Except that in this fairy tale, it's not a council house, it's a full-blown castle, with all the trimmings: a loving wife, a few kids, obedient maids catering to your every need, etc. And you're not your average Joe Bloggs, but none other than the good King Graham. But as for your castle, well, there's nothing left – not even the electric meter.

Luckily for you, Cedric, the talking owl (every home should have one), has seen all. The evil wizard Manannan has whisked it away. Now Cedric knows a wise old wizard (a goody) who, although he's a bit forgetful, might be of some help. So off you fly. Fly? Yes, fairy dust, doncha know? Arriving at the wizard's house, you tell your tale and receive one or two handy items that might ease your mission. Cedric's assistance being one of them.

Apart from the excellent graphics (although there is a 16-colour version if your PC can't stand the pace) and soundboard support, one of the main changes is the new interface system. The old system incorporated numerous menu options plus a text input box for any commands. These have now been replaced by an icon strip that appears when you move the cursor to the top of the screen (no clicking being needed). This system is slick and easy to use. However, it also shows Sierra distancing themselves, even further, from the text/graphic adventure.

While the presentation is beautiful, I am not sure I like the direction Sierra are going with future development. The simple to use system is all very well, but as a result Sierra could be losing the adventuring freedom for which they were renowned. On that score, we shall have to wait and see. *King's Quest V* (which packs almost 10Mb of gameplay into its massive box) is, however, still very enjoyable, even at almost £40!

The VGA screens in *King's Quest V* are some of the best you are ever likely to see on the PC. Users with slower machines will be happy to hear of a 16-colour version.

Obviously, this picture is taken before the evil wizard (boo, hiss) zaps your castle (and its inhabitants) into a puff of smoke and carries them away to a far off land. The helpful talking owl lives in the tree on the left.

AMIGA £39.99 ● OUT NOW

ATARI ST £39.99 ● OUT NOW

IBM PC

GRAPHICS 96%
✓ Numerous superb backdrops.
✓ Some great animation on all characters.

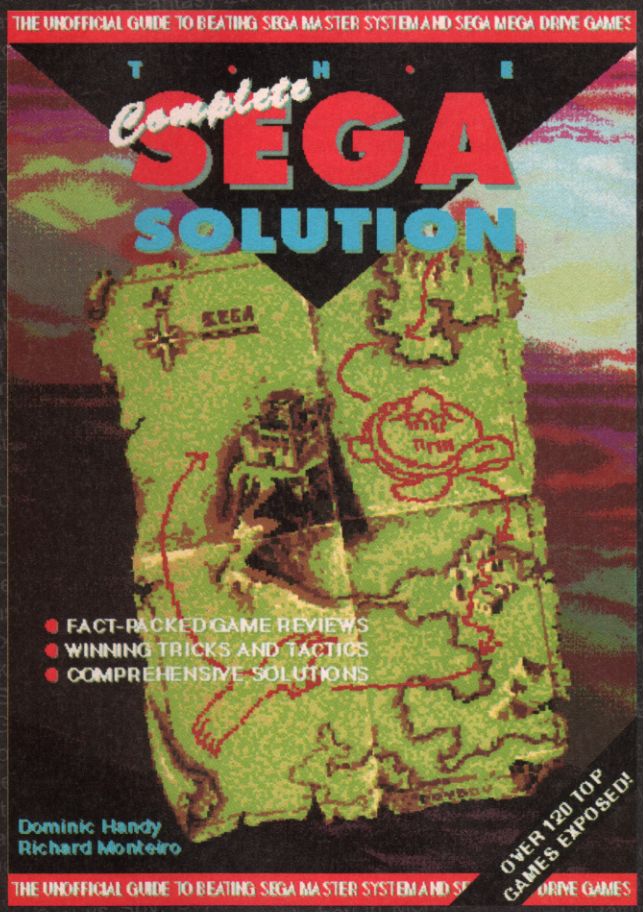
SOUND 88%
✗ Internal sound is unoriginal and grates.
✓ Supports all major soundcards well.

PLAYABILITY 83%
✗ Limited use due to icon system.
✓ Loads of scenes to explore.

£39.99 ● OUT NOW 85%

Julian "Stan" Boardman

WINNERS DON'T USE DRUGS...



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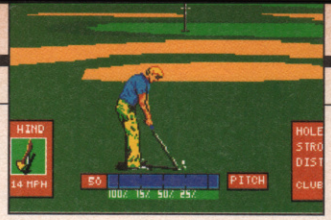


PGA TOUR GOLF

Here you are in the PGA tent. From here you can select where you wish to go next, be it practising on the fairway, putting on one of the greens, or going to the first tee for the tournament.

"Oh, you said Golf!" apologises Julian "Don't mention the war" Boardman

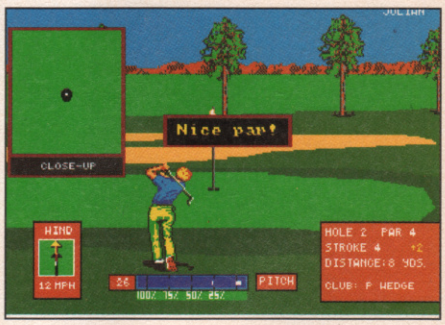
Golf's a funny old game, innit? So much social politics revolves around it. People lose to their bosses, frustration gets taken out on the caddy, and golf clubs get snapped in a fit of despair. Anyone who frequents a golf club will be familiar with the sight of one poor chap who had a bad round in a foursome being shut out of the conversation, yet forced to pay for every round, and suffer an onslaught of sarcasm and all out humiliation. Comments like "It would have been a good cricket score", or possibly the worse "Bad luck, old son" with all the sincerity of Jimmy Tarbuck, are frequently received with gales of laughter in the men-only clubhouse bar. The conversation soon turns to the poor chap's inadequate love-life and how his wife is the toast of the Freemasons – all of them. This social pariah is now doomed to buying endless rounds of drinks in an attempt to regain some sort of credibility. Golf definitely brings out the worst in a lot of people.

Fortunately, though, Electronic Arts have brought out the best in golf.

The game revolves around the PGA Tour of America, featuring three real courses and one created by the programmers. The object is to work your way up the 61-player leaderboard in the hope of taking first prize on all of the courses and going for the Grand Slam. Obviously this would take some time so the battery back-up provides an automatic save game facility on the Mega Drive, whilst saving to disk is the unsurprising option for Amiga owners.

The gameplay follows the current method used in golf games for striking the ball. One hit of the button sends the power meter climbing, the next selects the power on the scale sending the scale back down where a third hit will select the accuracy of the shot. You then see the ball arcing off into the distance. In a very nice idea the "camera" angle switches to just beyond where the ball is about to land giving a very televisual feel to the game. This is also helped by the sweeping view you get of every hole, with a hint on how to play it, just before you tee up.

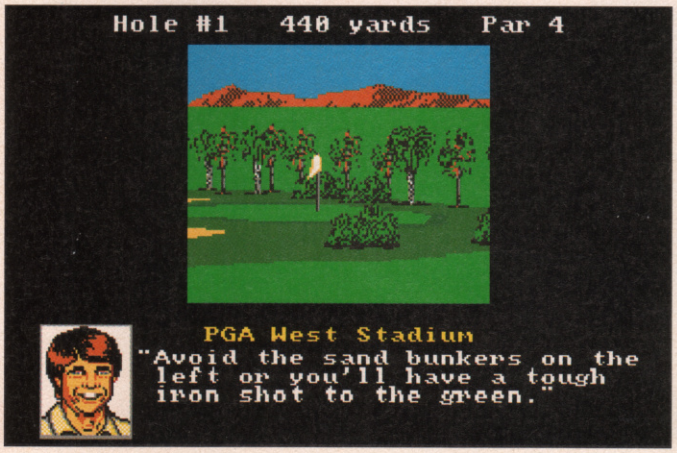
PGA Tour Golf is a very accomplished piece of programming on the Amiga, and even more so on the Mega Drive, putting *Arnold Palmer* in the rough. The slick presentation on both versions gives the game a very professional look and a lot of appeal. To casual players or more serious golf devotees it will provide an ideal opportunity for longterm entertainment.



All seems well, though, as Meladdo sinks the putt for a par. If only his back will last long enough to let him bend down to pick up the ball.

GOLF GULPS

Did you know that the average golf ball is actually filled with elastic bands wrapped around a central core that is filled with a syrupy substance? The exterior is now made from a form of fibreglass.



Each hole is introduced to you like this, a sweeping overview of the green and a tip from a fellow Pro, usually totally useless. But who am I to comment?

MEGA DRIVE

GRAPHICS	88%
✓ Good detail on all of the holes. ✓ Colourful static screens.	
SOUND	78%
✗ Speech synthethis would help. ✓ Good tunes and beeps.	
PLAYABILITY	89%
✓ Very easy to get into. ✓ High level of realism (the wind gusts).	

ELECTRONIC ARTS £39.99 ● OUT NOW **87%**

AMIGA

GRAPHICS	82%
✓ Useful relief map of green. ✓ Superb presentation.	
SOUND	75%
✗ Needs confirmation beeps. ✓ Good samples for the applause.	
PLAYABILITY	83%
✗ Not as easy to pick up and play. ✓ Five courses to frustrate you.	

ELECTRONIC ARTS £24.99 ● OUT NOW **81%**

DANAN
the jungle fighter

After stocking up on the old jungle juice, Julian Boardman grew some stubble and played Desperate Dan-an

On a world not too dissimilar to our own, a plane flies high above the steaming jungle known conveniently as the Amazon. The passengers wonder why there are two planets with the same tropical region and why the programmers could not be bothered to think up something new for a name when their musings are cut short by a timely engine failure. Timely because I was rapidly running out of ideas for the first paragraph.

All perished in the crash or shortly afterwards in the intensely hostile environment of the jungle. All except a young baby – well, you don't see many *old* ones, do you? Anyway, this baby was taken in by a kindly man called Jamba who brought him up as his own.

Some 18 years later rumours began to circulate in the nearby town that a white-skinned boy had been seen living in the jungle. No-one had met him but it was said that he could run, climb and swim like a native person that, er, runs, climbs and swims a lot.

One day, though, young Danan returned from hunting in the forest to find that Jamba had been cruelly hacked and slashed by some heinous thingy. Conveniently, Jamba managed to utter his carefully prepared "dying" speech to Danan before before he did, in fact, die. Danan was told to go to the mountains in the north-east and find the prophet Niai, who would know that he was coming – well, he was a prophet after all.

He finds out he has to defeat the embodiment of all evil, Gilbas, but he must first find the three items he needs to do it. An orb, a knife and an amulet are the three bits and, apparently, this big guy is scared stiff of these three when they are together.

Let me see if you can guess what kind of game this is. Is it

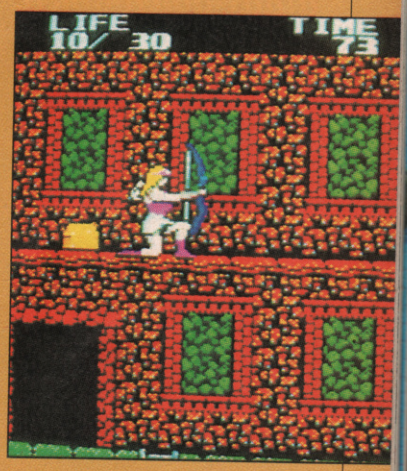
a) A beat-em-up;
b) Full of big hairy things;
c) Crap;
d) All of the above?

I must admit it does look very good and could warrant uneducated purchase on that merit alone. On the whole, though, it has all been seen before, perhaps not in such a *good-looking* package, but it has certainly been a lot more playable and addictive.

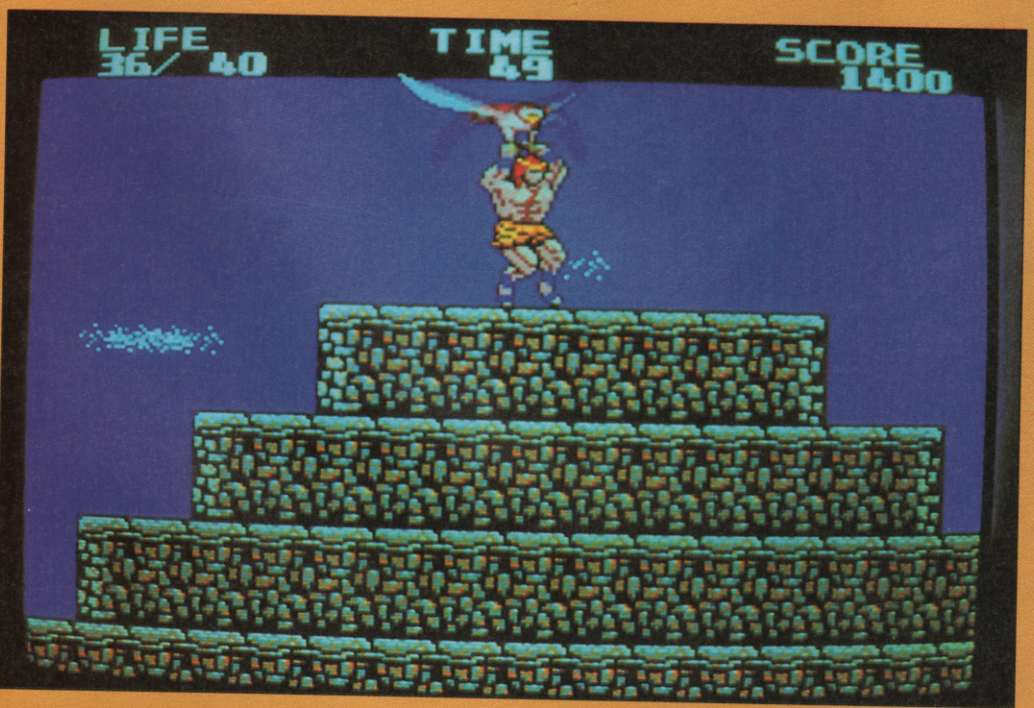
DANAN'S DOOBRIES

Danan can find many chests along the way which may contain any one of several different items.

- The Small Star helps to raise Danan's experience level. Each one is worth 15 points.
- The Large Star gives you an extra 25 points on the health level maximum.
- Beef is easy to find and gives Danan 10 strength points.
- Chicken is harder to find but gives Danan 25 strength points.
- The Clock symbol adds 30 units to the timer. Should it be above 70, it will be set to its maximum of 100.



Danan takes on the curvaceous Amazonians using his pathetically small knife against that huge sword. Gee, what a man.



Despite appearances, this eagle does actually *help* Danan by sticking his talons into his shoulders and carrying him off. The eagle is under Danan's control to carry him wherever he may desire. Useful for getting to the loo quickly.

MASTER SYSTEM

GRAPHICS **86%**
✓ High level of detail and colour.
✓ Big, hard, mother-loving sprites.

SOUND **75%**
✗ One repetitive monotonous tune.
✓ Inspiring sound effects.

PLAYABILITY **63%**
✗ Repetitive gameplay.
✓ Basic beat-'em-up instincts save it.

SEGA
£29.99 ● OUT NOW
66%

In 1880, German John Ketzler ate a whole roast ox in 42 days.

Red Baron™

Those magnificent men in their flying machines, they go up-diddy-up-up, they go down-diddy-down-down. Les "Crash" Ellis, however, was not among them

The time: 1916, World War I. The place: the Western Front.. In Dynamix's latest opus you play the role of a pilot in either the Royal Flying Corps or the German Army Air Service (the Red Baron was, after all, German). You can either begin a career which will take in over 40 missions of the war or you can choose to enter just one mission.

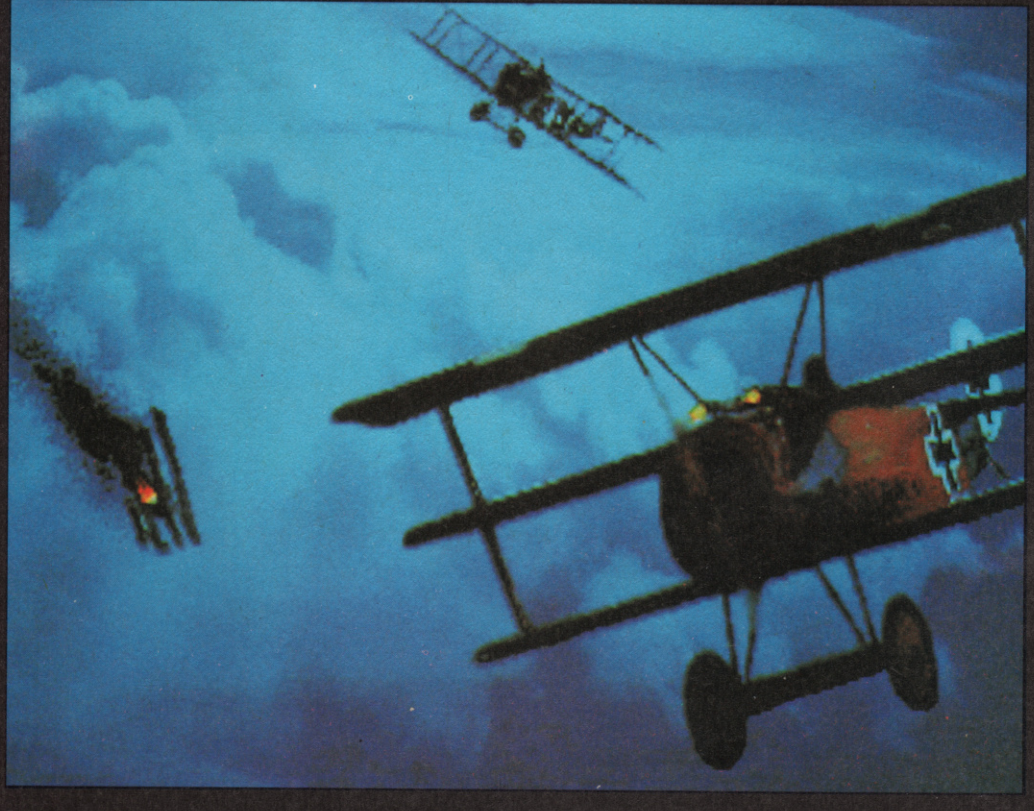
The missions undertaken are drawn from a huge selection and will range from dogfighting to balloon-busting. If you don't go for a mission you can choose to challenge one of the 20 in-built aces (you'll need five "kills" to become an ace yourself).

The flying is easy to get to grips with, but unless you practise, you could find yourself whizzing all over the sky trying to find the guy you were just dogfighting. Weaponry isn't exactly hi-tech, no multi-million dollar "fire and forget" missiles here, just a machine gun. But it will take plenty of accurate shooting to bring down just one of the Hun swines, which is incentive enough to learn how to master this simple weapon. It was like that in the ol' days, y'know...

The beauty of *Red Baron* is in its authenticity. The game comes complete with a hefty tome detailing the more interesting events of World War I, featuring the more

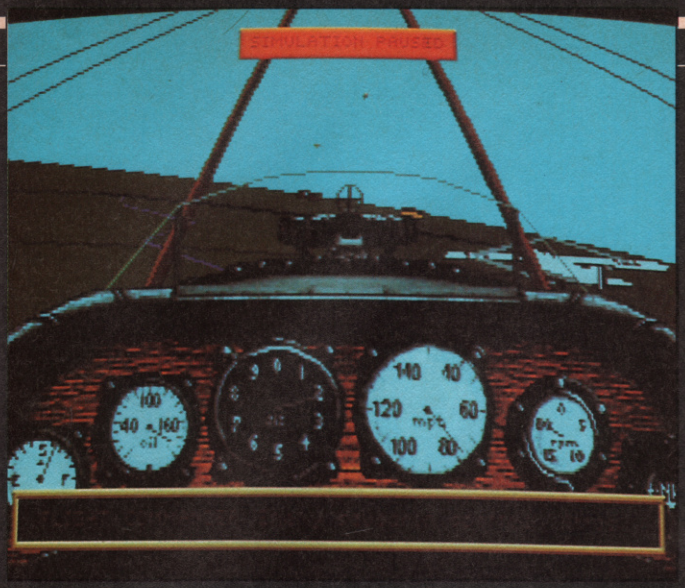
SLYE ON A HIGH

Red Baron was brought to you from Damon Slye, the man who designed such greats as *Stellar 7*, *Arctic Fox* and Dynamix's classic *A-10 Tank Killer*. He has spent two years on this labour of love, making it one of the best and most accurate sims around. Not bad from someone who spends his spare time paragliding and playing volleyball (what a lad!). He has been programming for around seven years and looks forward to producing more astounding creations under the new Dynamix/Sierra alliance. Along with Jeff Tunnell, Damon was a co-founder of Dynamix.



In Dynamix's latest 3-Space™ extravaganza, *Red Baron*, you can choose to dogfight with a single ace out of a list of 20; you can even go for it with the dreaded Red Baron himself.

It is thought that a Brit named Brown finally downed the Red Baron.



famous pilots, the notorious planes and the battles they were used in. The manual is written lovingly, and once picked up won't be put down till you've learnt all about the Red Baron and his remarkable career. The manual in itself is enough to attract any arcadester from his duel with the marauding aliens. Indeed, when finally behind the controls of a *real* plane, it will be hard to get a shoot-'em-up fan back to Space Blast 1991 or whatever. The whole sim is remarkably accurate, both in play and history, making it attractive to all types of player – if only they would give it a try.

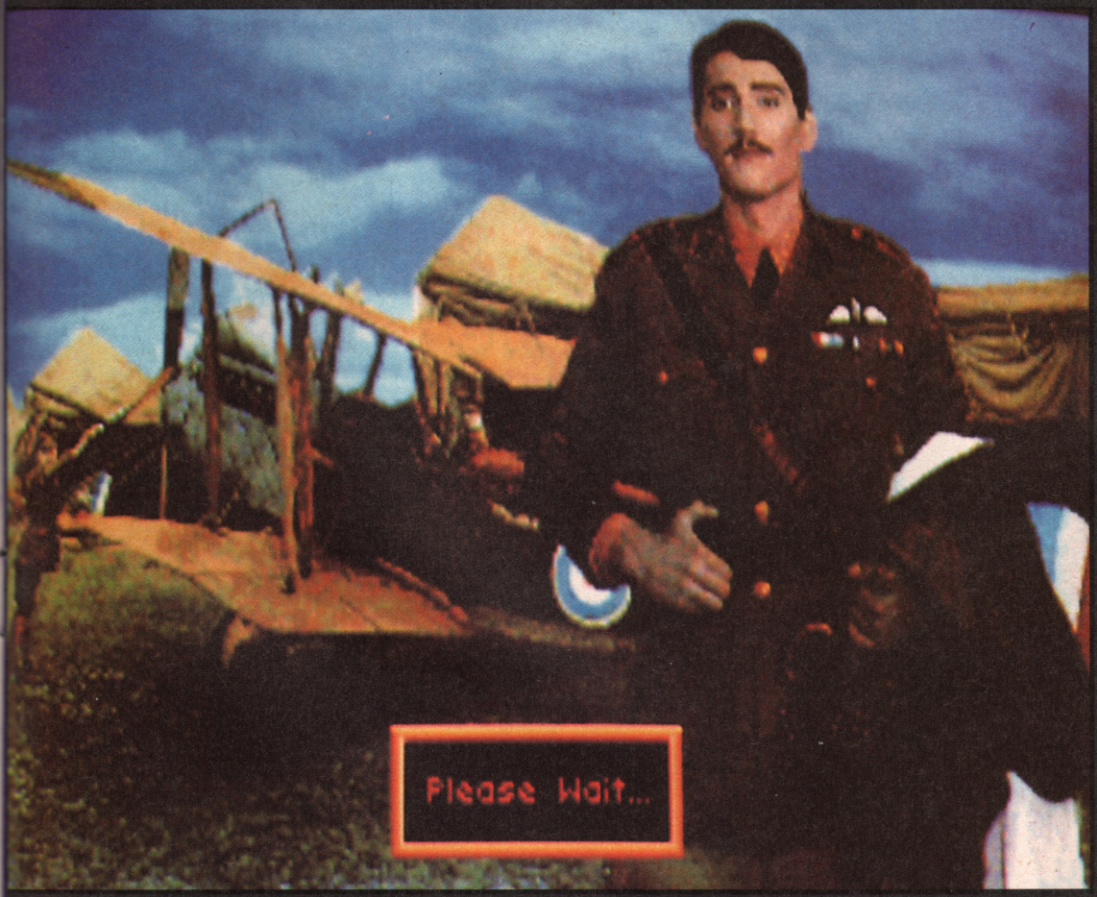
Bandits at 12 o'clock, Penguins at 3:30. You will start your career by serving under other leaders. Eventually, though, you'll be given the reins of a full-blown outfit – make sure you don't blow it!

NO MORE LONELY KNIGHT

Courtesy National Air and Space Museum, Smithsonian Institution

Red Baron is the first flight simulation which allows you to fly alongside WWI's most successful pilot. Manfred von Richthofen was distinguished in the skies by his bright red Albatross D II, from this he earned the nicknames Red Knight, Red Baron and Red Devil. Many pilots spoke of the illustrious Baron, but during his two-year rein of the skies, few could ever get close to him. As one lucky survivor wrote, "[I] thought I would have the honour of bringing him [Richthofen] down, but in a trice the positions were reversed and he set my emergency petrol tank alight, and I was hurtling earthward in flames."

After 80 "kills" (downings of planes – not necessarily deaths), the Baron was shot through the chest and came to crash-land in the Somme. A British journal of the time wrote, "All airmen will be pleased to hear that he has been put out of action, but there will be no-one amongst them who will not regret the death of such a courageous nobleman... Anybody would have been proud to have killed Richthofen in action, but every member of the Royal Flying Corps would also have been proud to shake his hand had he fallen into captivity."



Great digitised pictures like these are used to help the storyline along. They also help to build up the adrenalin when you are captured by the German scum for the umpteenth time. Remember: name, rank and number is all that's required.

AMIGA — DYNAMIX/SIERRA — £TBA ● SUMMER '91

IBM PC

GRAPHICS 85%
✓ Wide variety of detailed backdrops.
✓ Spectacular intro sequence.

SOUND 75%
✗ A cacophony of sound effects.
✓ Some excellent sampled speech.

PLAYABILITY 90%
✗ Too easy and repetitive.
✓ Initially interesting and compelling.

DYNAMIX/SIERRA — £39.99 ● OUT NOW — 89%

A British pilot dropped a note over enemy territory regretfully informing the Germans of the Baron's death.

RAZE

Emlyn Hughes ARCADE QUIZ

Jools was down the pub, so Les Ellis dug out his old B-TEC diploma and shrugged his shoulders Emlyn-style

Emlyn has become something of an industry joke. After all, one game with an over-the-hill footballer was bad enough, but when you follow it with three more dodgy tie-ins, things go beyond a joke. Whatever next?

The trivia quiz is the latest of Emlyn's escapades. The idea is very simple: you have to answer questions to progress across a board. The board scrolls slowly along and if the end catches you up it's game over. When you have earned enough money, you can reach the far side and move onto the next level. There are ten levels in all with over 2000 questions to keep your brain ticking over.

The questions are divided into six colour-coded categories. Using the colours you can guide your way through the easiest route. There are also fruits to be picked up, with certain combinations earning you bonus money.

If you survive ten brain-scrunching rounds, you get to enter the Master Game. It is here that the trivia kings are separated from the young pretenders. Personally, I only got to level three so that should give you some idea of the difficulty level.

I KNOW IT, I KNOW IT

QUESTIONS

1: How old was Henry III when he inherited the throne?

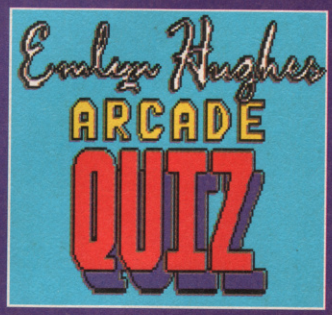
2: How long was the longest banana split in the world?

3: How many paintings did Van Gogh sell during his lifetime?

4: What was so unusual about acrobat Charles Blondin's somersault in 1861?

5: How much weight does a baby blue whale gain in its first two years?

ANSWERS: 1: Ten months. 2: One mile and 575 yards long. 3: One. 4: He was on stilts 51 metres above the ground. 5: 26 tons.



ATARI ST — AUDIOGENIC — £24.99 ● OUT NOW

AMIGA

GRAPHICS **56%**
✗ Ridiculous Emlyn face in the middle of the track.
✓ Clear icons, easy to understand.

SOUND **52%**
✗ Naff title music.
✗ Only a buzz sound effect.

PLAYABILITY **65%**
✗ Very limited gameplay.
✓ 2000 questions in two databanks.

AUDIOGENIC — £24.99 ● OUT NOW — **61%**

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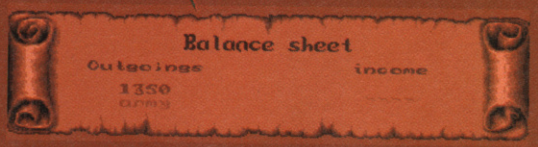
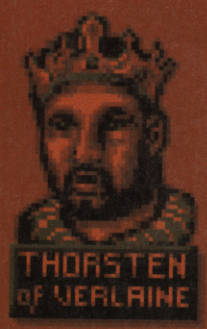


FEUDAL LORDS

After battling for his beloved Supercan of Coke and Crow and Cock microwaved sausage roll, Les Ellis started another feud...



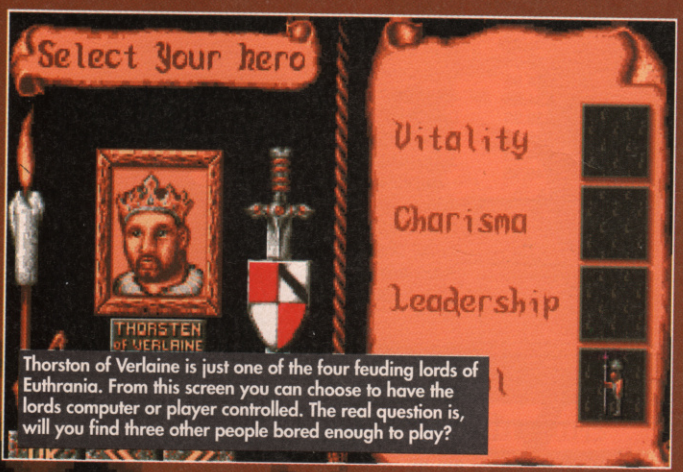
There always seems to be feuding in the RAZE offices. If it isn't arguing over whose turn it is to get the food from the shop (it's usually mine), then it's a massive "discussion" on what music should go in the CD player next. Of course, life is full of these trying dilemmas. But nothing can prepare you for the tribulations beset upon you as a feudal lord in the 8th century Europe.

You are one of the four Lords of Euthrania, a land of eternal conflict and strife. Each of the four lords has taken it upon themselves to sort out the place by taking over the whole land. The inhabitants, however, are not too chuffed by the whole arrangement, so the land must be taken by force.

Your first objective is to build up your army to full strength or you'll have no chance defeating the other lords in battle. Finances will also have to be carefully monitored to help your armies. The peasants and other villagers will revolt if you charge them too much poll tax, so a steady hand on both wallet and sword is needed. You can try to forge alliances with the other players (computer or human) if you wish, but don't forget that in the end everyone is out for the most they can get. Quite often I formed an alliance with a computer opponent which turned out to be worth nothing when a few minutes later he attacked me!

Feudal Lords could easily be described as *Defender of the Crown* without the graphics. There's a tad more gameplay, but not enough to keep you playing for any longer than *DOTC*. In a word, boring.

Welcome to the land of Euthrania. There's not much happening at the moment but that is about to change as the lords enter the realm. Transferring soldiers from the home army to the mobile army can be a tricky business. Transfer too many and you'll leave your home base weakened, not enough and your mobile army will be a pushover.



Thorston of Verlaine is just one of the four feuding lords of Euthrania. From this screen you can choose to have the lords computer or player controlled. The real question is, will you find three other people bored enough to play?

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AMIGA

GRAPHICS	55%
✗ Very little to speak of... ✗ ...And what's there, is naff.	
SOUND	45%
✗ Few effects simply done. ✗ Atmospheric title music doesn't impress.	
PLAYABILITY	55%
✗ Playability lacking due to no depth. ✗ Very repetitive.	

IMPRESSIONS £24.99 ● OUT NOW — **54%**

Part of the game was written in *GFA BASIC* – nuff said.

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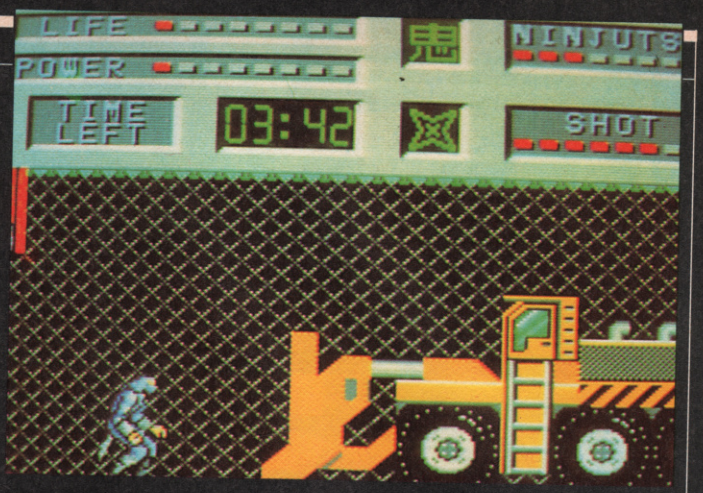
Old Zeed has been quiet since his defeat by the grand old ninja, Mushashi, in the previous Master System encounter *Shinobi*. The world has learned to live in peace and harmony, and all the daisies are nice pretty colours, ah... But death, destruction and domestic disputes are soon to return as Zeed plans his ultimate victory, nuclear meltdown of the planet.

Zeed has sent out his minions, the Cyber Zeed, to steal the world's supply of plutonium. Realising this, the countries of the world rally together and form a coalition force to stop this atrocity. But it is all to no avail. The forces don't know what they're coming up against, and under estimate the power of ninjutsu (the magic used by ninjas).

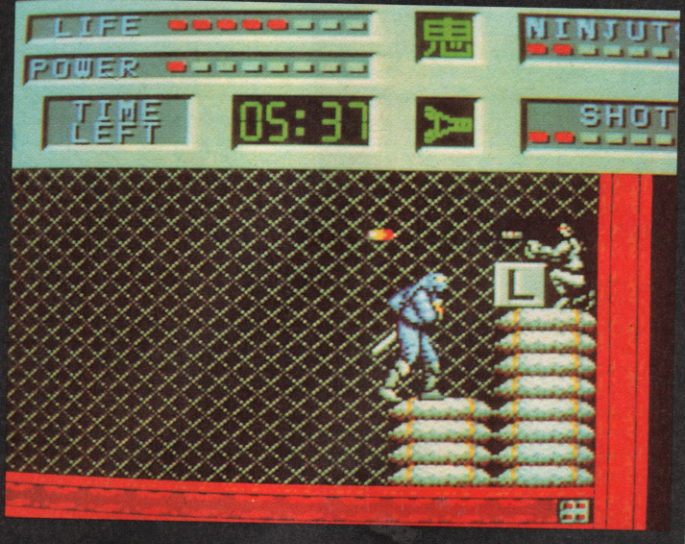
But there is one man who knows only too well the power that the Cyber Zeed forces possess, and that man is Joe Mushashi, grandson of the great ninja Mushashi. Joe is a master of the four ninjutsus – fire, tornado, lightning and Earth element – and the only man who can defeat Zeed.

To get to Zeed, you must fight your way through six tough levels. You move through the levels jumping obstacles and using a combination of martial arts moves and weaponry to defeat all Zeed's minions. Extra power-ups can be collected along the way, details of which are listed in the box on this page. At the end of each level, you'll encounter one of Zeed's major henchmen. Each big guy has a weak point which is revealed before you start the level.

The whole game takes place against the old enemy, time. Will you be able to save the world from total destruction? The clock is ticking...



What's this? At the end of level one, you'll encounter a death-dealing JCB. Don't stand in one place for too long or you'll get squashed. Go for the cockpit, that's its weakest point.



The only thing stopping you from collecting this life power-up is the mad gunman. However, you have the extra weaponry to stop him.

POWER(-UPS) TO THE PEOPLE

There are many boxes littering your path. Break them open to reveal these useful power-ups.

Life – When your life gauge is full, picking this up gives you an extra chance at the round.

Ninjutsu – Gives you the magic of the ninja.

Power – Increases the bash-power of your ninja sword.

Shot – Gives you the use of different types of weapons.

MASTER SYSTEM

GRAPHICS **76%**
✗ The animation's a bit rough.
✓ Detailed and colourful backdrops.

SOUND **64%**
✗ Awful music plays throughout.
✗ Hit effects can't be heard over the din.

PLAYABILITY **67%**
✗ Let down badly by jerky scrolling.
✓ Six challenging levels of ninja fodder.

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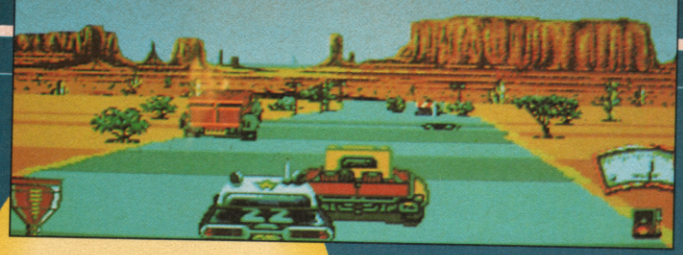


MOONSHINE RACERS

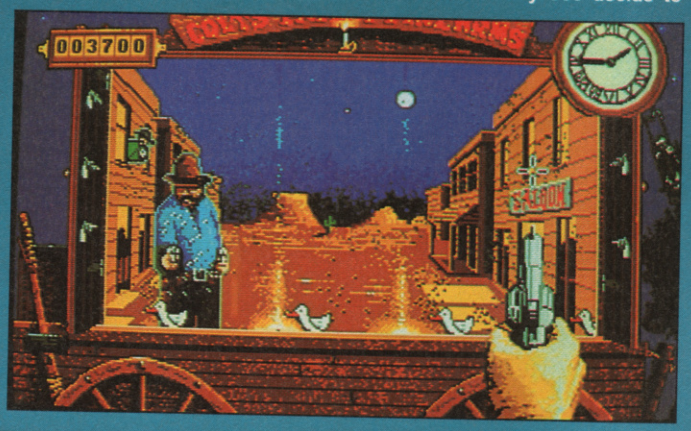
Bit irresponsible, this. Mentioning drinking and driving in the same sentence is almost taboo. Still, for an impartial view on the alcohol side of things, who else could it be? Julian Boardman, come on down...

The Tennessee back country is the setting for this interesting race game. The state that put "Spin-the-Cousin" on the map as the party game for close-nit families, the state where most men are their brother's father and mental incompetence is the norm is the place for anyone tired of playing the good guy.

These guys are not just a few sandwiches short of picnic, they're missing the lid off the basket, half the plates and most of the cutlery.

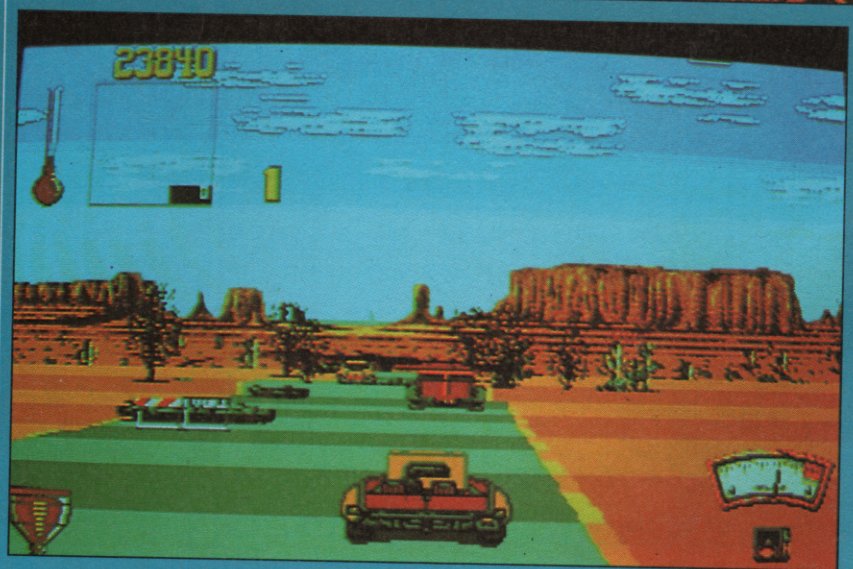
In between banjo-playing, chewing tobacco and finding new, intimate relationships within their own house, these boys drink moonshine, just to kill off the few remaining non-deformed brain-cells they may have left. But to do all this costs money (not much because the cry of "Who needs a whore when you've got a sister?" is a common sound in the woods at night).

So Ike and Billy Joe decide to earn a few bucks by delivering moonshine for Ol' Man Tucker. Fortunately one of them can drive, so they hit the road in an all-out chase across the Tennessee country to be the first to deliver the moonshine. The earlier you get there, the more you get paid.



Unluckily for Ike and Billy Joe, Sheriff Fat Sam is out to stop smuggling on his patch and will do everything he can to shove them off the road. So it is up to you to help the boys guide their jalopy along the highways and by-ways and get them to the bar before their engine blows up and leaves them stranded.

This game is certainly different. My only gripe is that it takes quite a while to earn enough money to soup up the truck for some really fast action. But, hey, it's nice to be on the wrong side of the law for a change.



The old brown truck in the foreground is yours, with its temperature gauge at the top left. Drive too hard or take too many hits from the sheriff and you could find yourself in trouble as the engine overheats. CB messages at the top of the screen let you get an idea of how far behind the sheriff is and whether you need to use a bit of moonshine for a Turbo boost. The thing is, that means that you have less to sell when you get to your destination, and with everyone else souping up their vehicles it is important to get as many little custom add-on thingies as possible.

HAZARDS AND HAZZARD

For those of you old enough to remember The Dukes of Hazzard on TV, *Moonshine Racers* will not be unfamiliar to you. The boys, Bo and Luke Duke, didn't get involved because of their probation but there was always someone getting into a bit of dodgy booze. What with Boss Hogg, the mayor, and Sheriff Roscoe P. Coltrane and his Bloodhound Flash, continually chasing them, it was something of a miracle that the boys ever found the time to catch the criminals themselves and save the day. Clearly a main source of inspiration for *Moonshine Racers*, I personally think that it was fine series and should be repeated at the first opportunity. Readers with Astra/Sky satellite TV can find The Dukes of Hazard on one of the German channels. Just imagine, Boss Hogg dubbed into German. Mad.

ATARI ST MILLENNIUM £24.99 ● OUT APRIL

AMIGA

GRAPHICS 79%
✗ Jerky sprites and poor interaction.
✓ Excellent static screens.

SOUND 83%
✓ A soundtrack straight from Deliverance.
✓ Bone-crunching sound effects.

PLAYABILITY 78%
✗ Not enough competition to race against.
✓ 30 tracks to complete.

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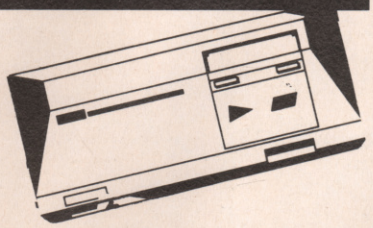

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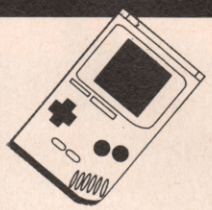

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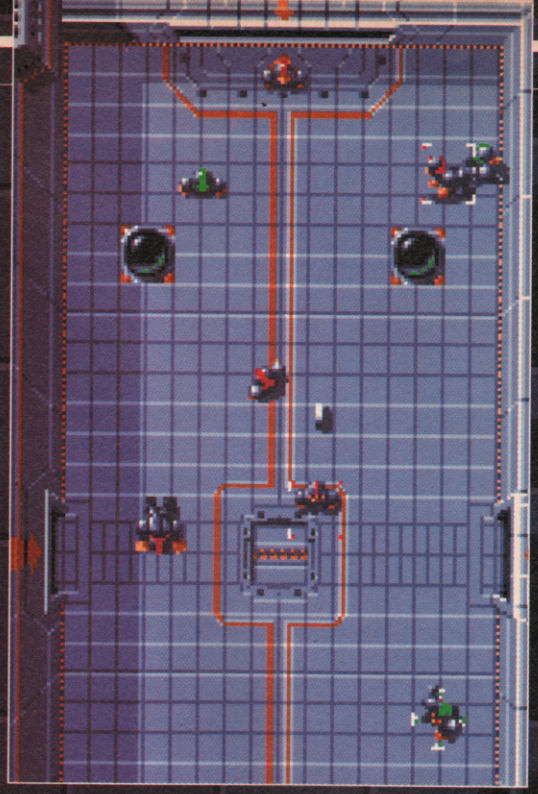
SPEEDBALL



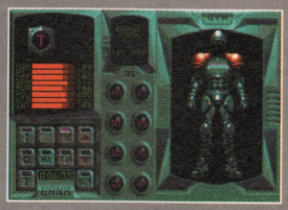
The complete Speedball court which runs over several screens. Each team comprises five players. The rules are simple: get the ball into the opponent's goal any which way.

Julian Boardman? Speed? Ball? C'mon, be serious.

Future sports are starting to see something of a renaissance on the consoles. In Japan, at the moment, one of the big games is something called *Wrestleball*, which certainly gives more than a nod in the direction of *Speedball*.

Speedball itself was voted 16-bit Game of the Year in 1989, and enjoys something of a hallowed status in the industry as a whole as it opened up a whole new genre of game. Even stranger is the fact that, until now, "future sports" have not appeared on consoles and the release of *Speedball* on the *Master System* is an odd place to launch them. Still, who are we to theorize over the actions of Robert Maxwell's software label when we can't even get the Reviews Index right each month!

Sometime in the distant future, the world has had enough of wars, so instead they turn to Speedball, a no-holds-barred sport with more violence than beans on toast in a microwave. The objective of the sport is to score as many goals as possible, but there are no restrictions on how many fouls, tackles, knees in the groin and two fingers in the eyeballs you commit along the way to get past the five opposing players.

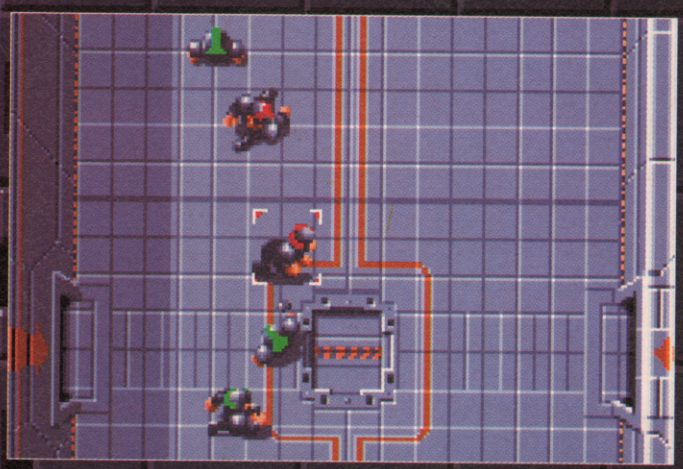


Player one gets a choice of three teams to play with in the match. Pictured here are the captains of the respective teams – each hoping to avoid being picked, no doubt. Novices should take particular note of the different characteristics of each team; experienced players, however, will have realised that this makes sod all difference and choose the guy that looks the best.

Your iron-clad players can slide tackle, jump or throw. Throws can be either high or low, depending on how long the fire button is pressed. Indeed, all the control systems and on-pitch bonuses have remained faithful to the original.

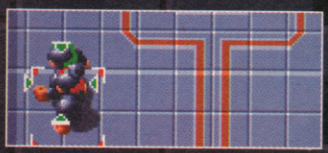
The bonuses available to collect during the match appear at random intervals in random places. You can freeze your opponent, reverse his controls, etc. Coins also find their way onto the pitch, and collection of these can prove useful at the end of a match, when you bribe officials to alter the timer, add an extra goal, sap your opponent's stamina, etc.

In 1989, *Speedball* was the essential game to have for 16-bit owners; now in 1991 it's the essential game for the Sega MS.



SPEEDTRAP

As was detailed in last month's Budget Blitz pages, the three 16-bit versions of *Speedball* are now available on the Mirror Image label for just £9.99 each. *Speedball* 2, from Image Works, has just been released on the Amiga for £24.99. It was reviewed in issue four of RAZE and received the hallowed Rave status with a whopping 94%!



MASTER SYSTEM

GRAPHICS **86%**
✓ Superb animation.
✓ Unparalleled sprite quality.

SOUND **83%**
✓ Digitized sound effects.
✓ Groovy tune.

PLAYABILITY **88%**
✗ Controller hinders movement of players.
✓ Fast, furious and funny frolics.

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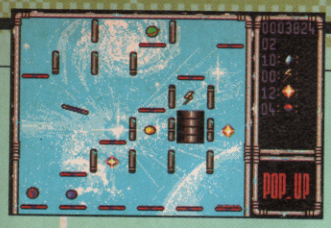
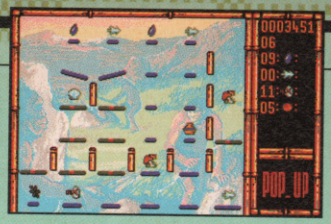
87%





POP UP

Having toll-ed Richard Bell off for sounding off too loudly, he promptly rings in Infogrames latest humdinger

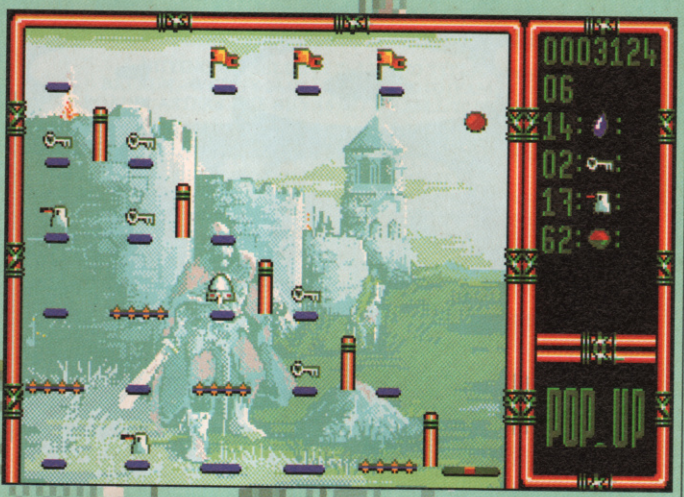
You play the part of a small spherical body (a ball!) bouncing through time and space. There are five time zones for you to cross, ranging from the Big Bang to sometime in the future. The zones contain a number of (vaguely) different screens; each of which must be completed before the next is attempted.

Screens are made up of a number of platforms which may be flat, angled, sticky, flaming or unstable. The unstable platforms will only survive a couple of your bounces. There are also poles – some of which will disintegrate if you hit them hard enough – that get in your way and generally slow things up. Platforms and other objects are all overlaid on a number of pretty backdrops.

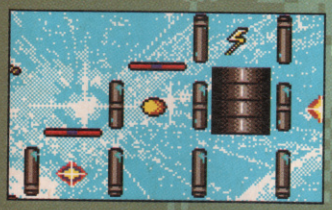
To complete each level you must collect a number of items; these objects won't necessarily aid you in the current level, but may prove invaluable in another time zone. For instance, you can pick up water drops to extinguish fires, keys to open throughways blocked by poles, and hammers to destroy walls.

Once you have transversed the various obstacles and picked up your required quota of useful items, an exit will appear (usually on the other side of the screen to where you're bouncing) to the next level.

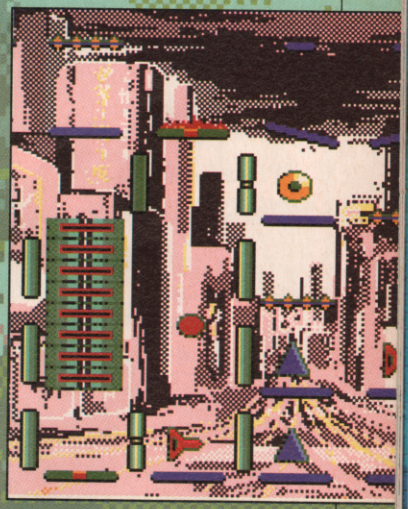
Frustration is the only factor that will prevent you wishing to progress further. Apart from a few of the backdrops, graphics are simplistic and animation adequate. Pop Up isn't at all demanding to start which means you can progress far relatively quickly. It's only later that things become impossibly tough.

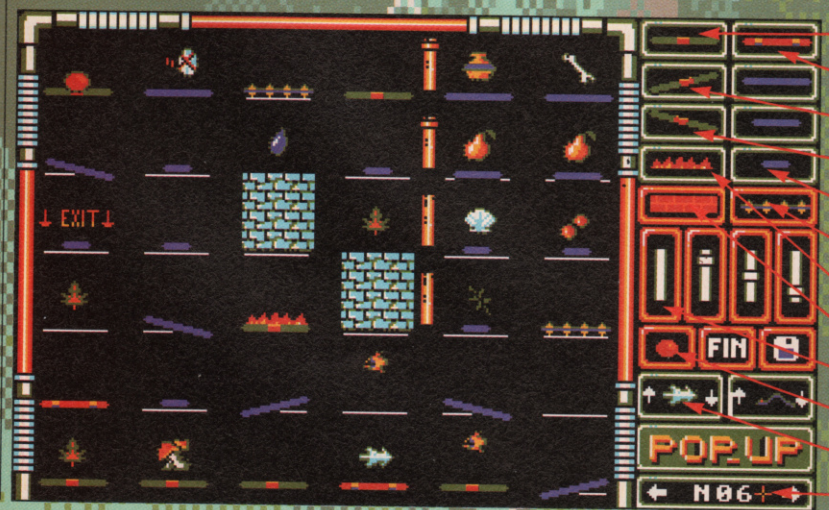


On one of the 'Big Bang' suite of screens, you can jump over all the poles but it's sometimes easier to jump through. Watch out though, some poles require two or three keys to get through.



The only things that really change are the backdrops. Here you can see a scene from the Big Bang. The prehistoric, Middle Ages, and 20th century epochs are also available. Below you can see the editor screen from which you can create your own time zones. To create a level simply pick up the required item from the right of the screen and deposit in the desired location. It's that easy!





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ATARI ST

GRAPHICS 76%
✗ Adequate, but not much variety.
✓ Some excellent background images.

SOUND 58%
✗ Very sparse effects which add nothing.
✓ Good little introductory ditty.

PLAYABILITY 71%
✗ Back to scratch when you die.
✓ Levels get progressively tougher.

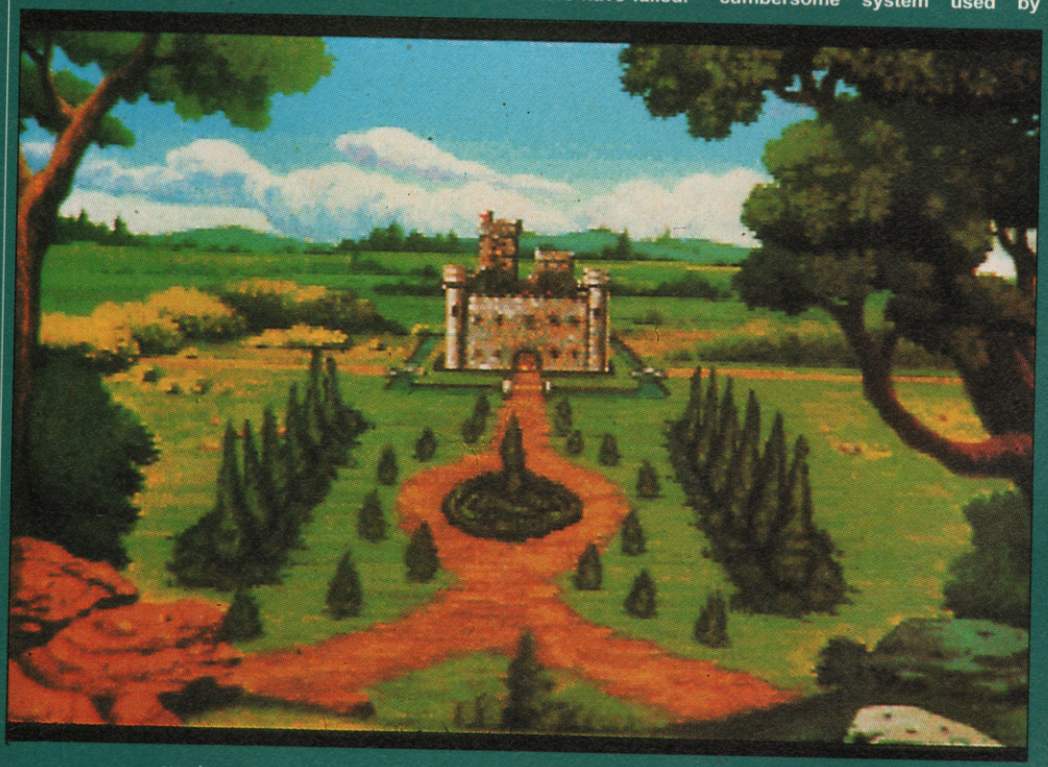
INFOGRAMES £19.99 ● OUT NOW **68%**

Richard Bell "ch"

QUEST FOR GLORY II

Following in the footsteps of Joey Boswell and Stan Boardman, Paul Rigby went on his own quest for fame and glory

Things are not too good in Raseir, the sister city of Shapeir. Firstly, the Emir has vanished and no-one knows what happened to him. Secondly, Raseir itself has deteriorated since his disappearance, as witnessed by the refugees and frightening rumours that have been pouring out of the city for a year or so. Your job is to travel to Raseir and succeed where others have failed.



Watch your step! Don't look down as you make your way to that significant pentacle.

You must resurrect the city to its former glory.

You can choose to be a fighter, thief or mage, as in the original. However, you can now also pick hybrid characters such as the fighter/mage or mage/thief – but it's more fun to play as a pure character.

Trial by Fire uses much the same interface as *So You Want to be a Hero? (QFG I)* with one big difference: combat. The rather cumbersome system used by *QFG I* has been scrapped. Combat is now much like it was when you trained with the swordmaster, full screen and full character. This allows much more freedom of action and options, especially if you're a fighter type. You can also set the arcade difficulty to easy, normal or hard and, of course, you always have the option of running away if things look bad.

In terms of difficulty, this game is on a par with the original, maybe slightly harder. The humour is still liberally sprinkled about and is just as bad! *QFG II* will be the last game to use the present Sierra game system as all of the new games will transfer over to VGA (256-colour) graphics, icon commands and so on. However, *Trial by Fire* in no way suffers because of this. The game arrives on five 5.25-inch high-density disks or nine (!) 3.5-inch low-density disks and all of the popular soundboards are supported.

Actually, I reckon the new sound drivers that Sierra are supposed to be developing have been included in *Trial by Fire* because the music and sound effects (via boards) are especially good.

Highly recommended to all Sierra fans and adventurers everywhere.

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IBM PC

GRAPHICS **81%**
✗ Animation can crawl on slower machines.
✓ Well detailed, if only 16 colours.

SOUND **80%**
✗ Miserable output on the PC speaker.
✓ Excellent music and effects with a soundboard.

PLAYABILITY **86%**
✓ Atmospheric adventuring elements.
✓ Challenging – but helpful – puzzles.

SIERRA — £39.99 ● OUT NOW — **83%**

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VISA

BACK TO THE FUTURE PART III

Julian Boardman cries "Great Scott" at the latest – and best – in the time-travelling trilogy

The third instalment is finally with us. After the previous two dreadful film tie-ins, the third game wasn't exactly awaited with "great anticipation". But Image Works have proved us all wrong and finally come up with a pretty and playable game.

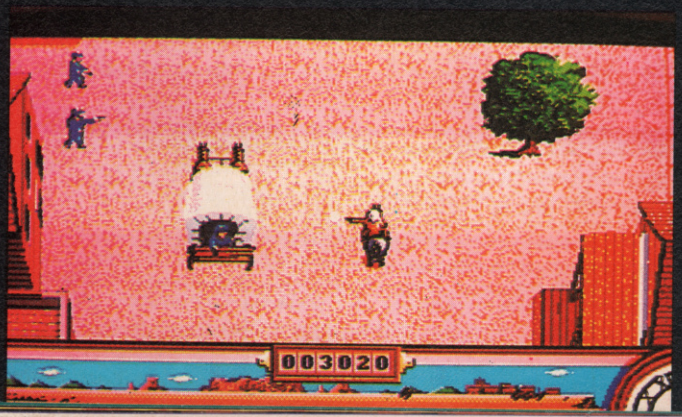
It all revolves around Marty trying to get back to 1885 to save Doc Brown from his imminent death which they both discovered when they uncovered Doc's grave in the future. Doc's there because a bolt of lightning struck the De Lorean, zapping him back in time. This left Marty stuck in 1955 and then a letter turned up and... well, it was all the last film anyway. So, Marty makes his way back to 1885 to pick up Doc and take him home to avoid his death.

BTTF3 is split into four sections representing the most memorable scenes from the film. THRILL! as Doc gallops in pursuit of the lovely Clara's runaway buckboard, APPLAUD! as Marty blasts on the duck shoot, LAUGH! as Marty gets Biff's men with custard pies, and GASP! as Marty runs along the roof of a speeding train.

It's all action and adventure in this licence, with the emphasis on ACTION! You don't get chance to catch your breath as your are catapulted through the kaleidoscopic content of the game.

Programmed by Probe, Part III is definitely superior to the second instalment in the series and will give hours of endless frustration and fun as Doc fails to leap that ravine or Marty gets a bullet through his head in the custard pie section.

Each of the four sections contains varying types of gameplay. One section may require accuracy while another needs a steady fire-button finger. Whatever the level, though, your reflexes will be pushed to the limit. Obviously, everyone will buy this because of the film tie-in, but at least they'll get a decent game this time.



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AMIGA

GRAPHICS 82%
✓ Faultless animation.
✓ Recognizable sprites from the film.

SOUND 83%
✓ Suitably hillybilly soundtrack.
✓ Excellent sound effects.

PLAYABILITY 84%
✗ Pie section is hard to get into.
✓ Very challenging yet not overly difficult.

IMAGE WORKS £24.99 ● OUT NOW **83%**

Great Scott! Marty, it's playable!

COMING SOON...

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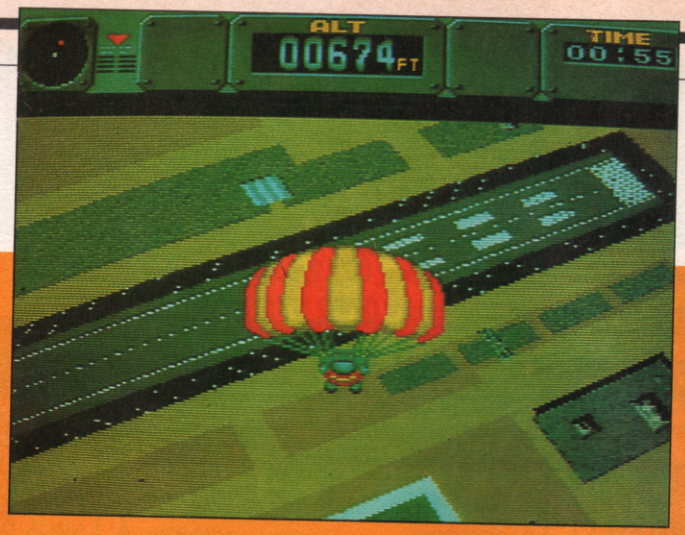


PILOTWINGS

SUPER FAMICOM ● NINTENDO ● £39

Do you fancy yourself as a flying champ? You know the sort of thing, flying through the skies with the greatest of ease. Okay, so you've never really thought about it, but *Pilotwings* could make you change your mind.

In the most eagerly-awaited of all the initial Super Famicom releases, you must take control of various types of flight and prove your prowess by performing certain tasks that require precise control. All of the nine missions require you to finish the flying exercise by landing on a target, be it a runway or a bull's-eye.

Before you get deep into the levels, you must first master the four basic modes of transport: parachute, hang-glider, biplane and rocket pack. All require completely different controls and nerves of steel to fly.

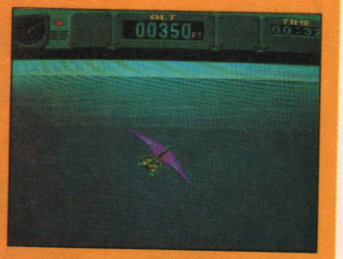
The missions of *Pilotwings* take place over a selection of islands. After completing a mission, you will move forward to the next island. The first four levels take place in a friendly environment, allowing you to get used to the hardware. They merely consist of flying yourself through targets (rings) in the sky – which sometimes move around – and landing on a target. Qualification to the next level requires you to reach a certain amount of points. Points are earned for speed, accuracy and style, with your instructor giving comments on your score at the end of a flight. You must perform well on all the events in order to move on to the next level.

At the completion of the first four levels, you progress up to Pilotwings Expert, a more challenging extension of the previous levels containing new machines to master. Missions now take you into enemy islands, and through ground fire. Try dodging bullets when you're getting used to the controls of a helicopter!

Pilotwings is, in a word, superb. It's the closest thing you can get to being airborne without throwing yourself off a cliff. The speed at which everything moves is astounding; the detailed backdrops whizz around you at an alarming rate. My personal favourite section has to be the parachuting. As you jump off the plane, you gently glide down, but get within a few hundred feet of the ground and you start to see your life flash before you. The sound also deserves a special mention. There is a separate tune for each level and they really add to the atmosphere of the gameplay. And guess what? The sound effects are also excellent – especially the whistling wind.

Pilotwings warrants immediate purchase, it is everything a good game should be – challenging, fun, realistic and very playable. If only Nintendo would make a moving chair...

After completing the first four levels of *Pilotwings*, you'll become a Pilotwings Expert and enter a new section of the game – even the title screen changes! The final mission will test all your skills as you have to pilot a helicopter through enemy defences and... (well, it was bloody hard and we never actually got past the defences!)



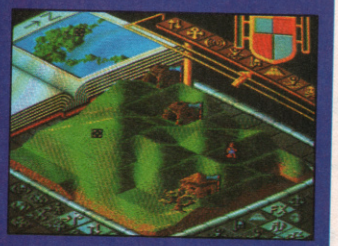
SUPER FAMICOM 92%

POPULOUS

SUPER FAMICOM ● IMAGINEER ● £39.00

It had to happen, didn't it? How could the Famicom exist without a conversion of Bullfrog's excellent game *Populous*. I mean, even the Master System is getting a version (no news of a Game Boy version, though). The award-winning game for megalomaniacs is every bit as good on the Super Famicom – although there have been no extras added.

Populous is one of those games that you have to "get into" to enjoy. But perseverance reaps its reward, and after you have played a couple of times you're sure to be hooked! The graphics are very effective and the sprites, although small, are highly detailed and fun to watch as they go about their daily business. Personally, I can't believe there's anybody with a Super Famicom who hasn't got *Populous* on another machine already. Only disappointing for the lack of potential a *real* Super Famicom version could have fulfilled.



The Super Famicom version of *Populous* is quite a disappointment. It's not because of what is there, but what *isn't*. You'd have thought that a Super Famicom version, at twice the price of the computer version, would have at least contained some extra features.

SUPER FAMICOM 84%

BOMBUZAL

SUPER FAMICOM ● KEMCO ● £39.00

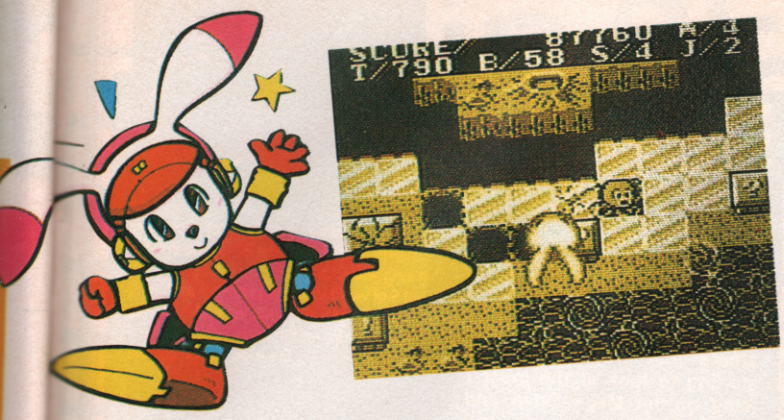
Bombuzal is one of those infuriatingly addictive puzzle games played over endless levels. Each level contains a network of tiles and bombs that have to be detonated in the right sequence and in the right places in order to blow up all the tiles, except one, the one that you are standing on.

Bombuzal is a good game, but too old for the Super Famicom. Mirrorsoft released the computer versions three years ago, and it didn't exactly receive rave reviews then. The graphics aren't anything special, but the sound does come up with a few bits of crystal clear speech.

Bombuzal's main draw is its gameplay; this game is damned addictive. But for what you're getting, and the amount of time that's gone into the conversion, it's not worth the price.

This is probably the most surprising of the SF releases. *Bombuzal* is almost three years old, but unfortunately hasn't survived the test of time.

SUPER FAMICOM 70%



ASTRO RABBY

GAME BOY ● IGS ● £20.00

Astro Rabby is one of those strange Japanese games with an even stranger storyline. Doc has created a robot rabbit called Rabby, but Doc is very sad because his pride and joy will only be able to fly freely when he has ten power-up parts. (Bare with me...) These, unfortunately, have been hidden across the planet by the evil Dortoise troops. Feeling a bit sorry for Doc, Rabby sets out to find the missing parts.

The action is set on a vertically scrolling landscape. On each of these, Rabby must look for the power-up parts while bashing any guys that get in the way.

Tokens etc can be picked up en route to aid your progress.

I can't say that I really recommend this. The graphics are boring and Rabby looks more like a white blob than a rabbit! The gameplay isn't exactly compelling either and the sound had me reaching for the volume dial. A very bland game with absolutely no redeeming features.

No excitement for Game Boy owners here.

GAME BOY **39%**

GHOSTBUSTERS II

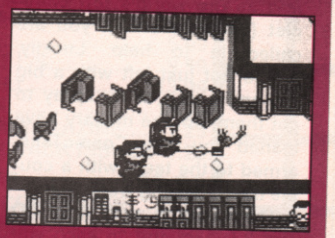
GAME BOY ● ACTIVISION ● £25.00

Oh, no! Dana's baby has been stolen by Vigo, the king of the ghostly underworld. So, who ya gonna call? Yup, the RSPCC if you've got any sense!

Okay, so the Buster bunglers are back, and they haven't brought their dad this time(?). You must control two of the Ghostbusters and rid the city of Vigo's dastardly minions. The first Ghostbuster you control is in charge of the Proton Beam while the other looks after the Trap. Pressing the A button lets out a beam that holds the ghost still while the B button sucks the frozen ghost into the trap. You must use these gadgets to the full if you want to succeed in your quest to rescue Dana's baby.

The game consists of 16 top-down viewed levels. You have to bust all of the ghosts in one location before you can move onto the next. If you run out of time, all of the ghosts turn into spinning tokens that are much harder to trap.

Ghostbusters II is quite a nifty cart. The graphics are good and there is a rather catchy tune on each level. It also features a rather novel control method that sets it apart from normal shoot-'em-ups. The only gripe is that the difficulty level may be pitched just a little too low for hardened games players.



Here you are in the court room at the beginning of the film, er, game *Ghostbusters II*. Don't forget to keep an eye out for the Scoleri brothers.

GAME BOY **76%**

RAVE

GRADIUS III

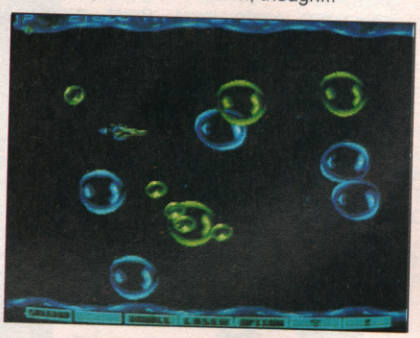
SUPER FAMICOM ● KONAMI ● £39.00

This is the conversion of the third in the (rather old) series of *Nemesis* coin-ops. Way back in the Eighties, people used to argue over which was the greater shoot-'em-up, *Nemesis* or *R-Type* ? The dispute was never resolved, although the computer/console versions of *R-Type* always translated better.

Gradius III is a horizontally scrolling shoot-'em-up set over ten levels. But before you get into the cut and thrust of alien blasting, you must decide what weapons devices to take with you. Your ship can only be equipped with the capabilities to use five types of power-up. This custom option is particularly useful if you prefer a certain range of weapons and wish to tailor your attack to their strong points. For example, every time you get a power-up it could take you through SPEED UP, MISSILE, DOUBLE, LASER and OPTION or you could choose to have SPEED UP, 2-WAY MISSILE, TAILGUN, RIPPLE and OPTION.

On your trip through the skies, you tend to encounter the same sort of aliens as in *R-Type*, although these are a lot more intelligent and enter from all sides of the screen. One thing that doesn't change is level guardians. There's one at the end of all the ten levels, ranging from a two-headed fire snake (stage five) to an electronic crab (stage nine).

Gradius III is an exact copy of the coin-op; it even slows down a little when the screen gets crowded, just like the coin-op did! The graphics are tremendous – with the bubbles on level two worthy of a mention. Soundwise there's a different atmospheric tune for every stage, along with some great blasting effects. *Gradius III*'s longterm value is increased with a very comprehensive options screen, allowing you to choose three levels of difficulty and even whether you want mono or stereo sound (now that's a sign of the times!). If you've been searching for the perfect *Gradius* conversion, then this is it. Pity about that "arcade perfect" slowdown, though...



Stuck for a shoot-'em-up on the Super Famicom? Wait no longer, *Gradius III* has arrived – the best thing since, er, *Gradius II*.

SUPER FAMICOM **91%**

Robin "Reliant" Wyles.

IMPORT BUYS

The games mentioned in Import are not avaialble generally in the UK, and are only purchaseable from select grey importers. Also note, the games mentioned here will be reviewed in full when they are officially available in Britain. Many thanks to the importers that helped us out this month. For all your import console needs contact:

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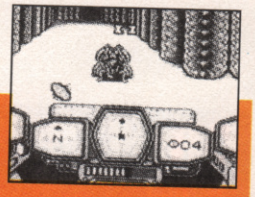
COSMOTANK

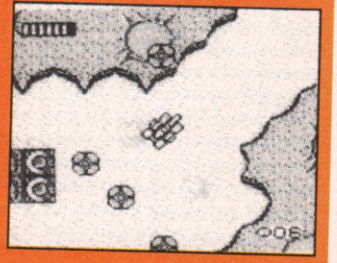
GAME BOY ● ATLUS ● £20.00



Insects are horrible things, aren't they? Not content with taking over your bath, they often decide to mutate into giant creatures and take over your planet! Okay, so that doesn't happen *very* often, but it could happen, sometime in the future...

The planet is now overrun with the blessed creatures, and as the world's top biologist (and ex-marine), you are called in to help. Luckily, you're not just left with a big net and a can of fly spray to get them, no, the military have loaned you their CosmoTank, armed to the teeth with a couple death-dealing weapons.

The game is split into 2-D and 3-D sections. In each you are attacked by hordes of insects from every direction. The 3-D levels are especially impressive; they are fast scrolling and very reminiscent of *Dungeon Master*. Despite the undistinguished graphics, *CosmoTank* is quite playable. The change between perspectives adds a new dimension to gameplay (literally), and makes the action less arduous and repetitive. Fun but frivolous. (Two-player compatible.)



GAME BOY **72%**

GREMLINS II

GAME BOY ● SUNSOFT ● £20.00

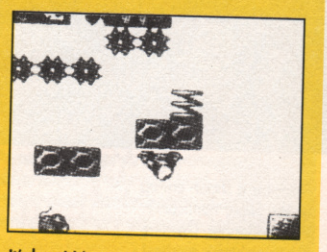
Taking a completely different perspective from Elite's computer game, Sunsoft yet again come up with the goods and put Gizmo, the real star of the Gremlins films, in the spotlight.

Gizmo must travel through four platform levels of Clamp Tower and try to find the four main Gremlins that have hatched from Giz being splashed with water. Unfortunately, things have gotten a bit out of control, and even more Gremlins have hatched, making Gizmo's task even harder.

Gizmo's a tough little chap, though, and makes use of all the pick-ups he can find. There are pencils to bash baddies with, extra energy, metal boxes to give invincibility and springs to help Giz reach some of the higher platforms.

At the start of the game you are presented with a series of superbly drawn pictures and text telling the story of the game (in English!). From this point onwards, the game maintains the same high quality. All of the graphics are well drawn and very detailed, especially the backdrops. The sound is also impressive, with a great tune for each level (best through headphones!).

Gremlins II is a highly polished title that will appeal to platform fanatics everywhere. Every Game Boy should have Gremlins in it.



It's here! It's great! It's *Gremlins II* on the Game Boy! Get it before they get you!

GAME BOY **89%**

DARIUS PLUS

PC ENGINE ● NEC AVENUE ● £33.00

Darius Plus is one of the most impressive games to appear on the PC Engine in quite a long while. Of course, it's a shoot-'em-up, but that won't stop you playing it for hours. And if you think you've cracked all the shoot-'em-ups on the Engine, think again – this is one tough cookie!

Let's face it, the Engine isn't exactly short of decent shoot-'em-ups. You'd have thought that another would fly past unnoticed – not so. *Darius Plus* shows that programmers are starting to look at the greater feats of the Mega Drive and Super Famicom games and wondering if they can do it on the PC Engine – which, of course, they can't, but they'll have a good go anyway!

In your weapons-laden ship you must make your way through cavernous tunnels deep under the sea and blast the living daylights out of anything that gets in your way. That's all there is to it, none of your complicated storyline or control methods here, just good, solid death and destruction!

Darius Plus is deceiving, though. It begins with a fairly easy level, and then turns into a shoot-'em-up of manic proportions. You can't even try to play clever by avoiding the constant stream of ships because they will just turn around and go for your throat!

This a tough cookie! Even with all the weapons, you'll be struggling to keep up with the game. But you just can't put this game down. Its infuriating nature is a contributing factor to this, but more so are the superb graphics which entice and invite you to have just one more go. And why not? With a different tune on each level and some super-smooth parallax scrolling to go with it, you just can't help yourself. But no matter how often you play it, you won't be completing *Darius Plus* in a hurry.

GAME BOY **88%**

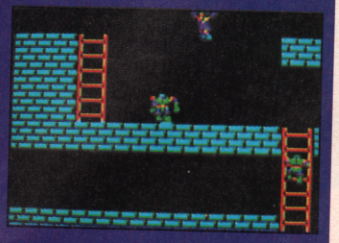
LODE RUNNER

PC ENGINE ● PACK-IN-VIDEO ● £25.00

This a conversion of the old platform and ladders computer classic. You must tramp around a castle collecting gold and digging holes for the many meanies to fall into. After collecting all of the gold you must then find your way out. If that's not enough, you can edit the screens to design your own levels with varying difficulty.

Sadly, *Lode Runner* doesn't quite work on the Engine. It's nothing to do with *Lode Runner* itself, it's just that it should never have been converted to the Engine in the first place. The graphic content of *Lode Runner* doesn't suit the Engine, which is more use to moving large sprites around at frightening speeds. Also, *Lode Runner* was never very colourful and the Engine's extra palette doesn't seem to have been used at all.

Similarly, the Engine's sound chip isn't exactly quaking in its boots at the requests being thrown at it. The sound effects are completely dire and there's not even a tune. A straight port from the Apple IIe version, perhaps?



Lode Runner is a great disappointment on the PC Engine. The seven-year-old game has not translated well to the console, it still looks like a seven-year-old game.

GAME BOY **37%**

Robin "M.O.T." Wyles "you waits".

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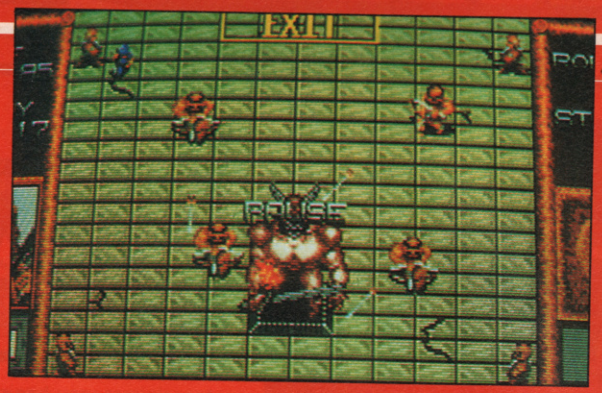
Les Ellis gives up his Bomber Man trophy to battle through another multi-player extravaganza



The dragon spits fire at the nearest person, so if one of you distracts it the other can happily blaze away till the dragon blows up. There are a couple of extra people to pick up here too.

For so long, games on the Mega Drive have relied on the flash graphics and pounding sound that is so easy to produce. With the machine maturing into a long-lasting console, we are now starting to see its chips being put to use in more addictive games.

Gain Ground is a one- or two-player game where you must simply take over the ground occupied by the computer. With two players, you both team up against the computer.

Each participant starts with three people under his control. Of course, each little character has their good and bad points, so you must first decide who you wish to lead your onslaught. By using the different weapons of each of your team members, you can take out the computer forces and make your way to the exit. You will not be transferred to the next screen till either all the computer forces are destroyed or all your members make it to the exit part of the screen.

Along the way you'll find potential team members being held hostage by the computer. By taking out the computer forces around them and then rescuing the helpless people, you can recruit them to your band of merry men. In any case, you should remember to take these extra men through the exit before you kill off all the computer forces or they won't make it. Extra members mean extra weapons, although their uses aren't immediately apparent, so remember what you've got.

Just looking over the shoulder of someone playing this game, you might not be too impressed: the graphics are very small, and the sound not too spectacular. But a closer inspection reveals some great animation on the characters and their weapons, and a splattering of colour and variety all through the game. Like the classic PC Engine game *Bomber Man*, this too has become an essential multi-player game to have experienced.

MEGA DRIVE **92%**

Half-way through the first level and you come across this little fortress, defended to the hilt. The exit is inside so both grenade throwers and gunners will be needed to clear a way through. In one-player mode this is where it starts to get serious.

SUPER VOLLEYBALL

MEGA DRIVE ● SYSTEM V ● £30.00

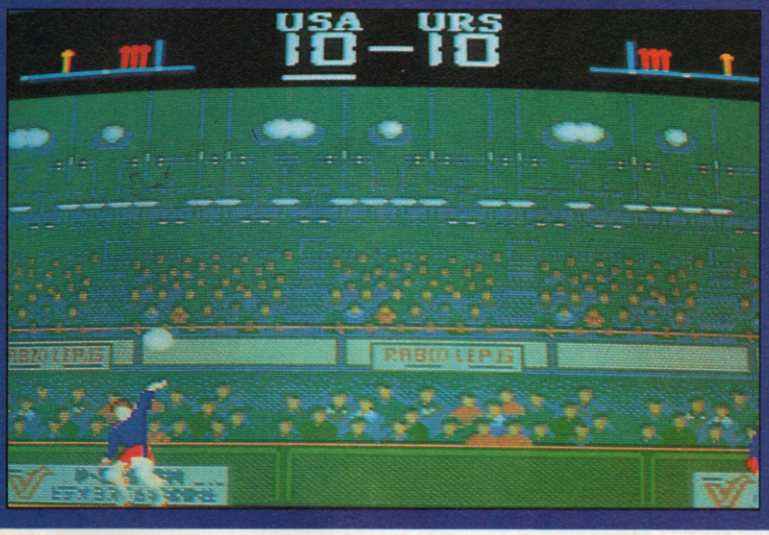
Being only knee-high to a (very small) grasshopper, I was never much good at volleyball while at school – besides, it looked far too energetic for me. The most "spiking" I ever did was putting vinegar in people's Coke at lunchtime. Still, this sports game appeared on every other computer and console, so it was about time for the Mega Drive to be struck.

Super Volleyball can be played with one or two players, each controlling a side, with the match viewed from the side of the court as if you were sitting on the bench. You generally have the control of one, specific player, while the others' movements are computer-controlled with you just deciding when/if they hit the ball.

The computer opponent is one tough cookie, so be prepared to get thrashed on one-player mode. Of course, the fact that you've got no idea how to access any of the movements in the Japanese instructions doesn't help matters.

MEGA DRIVE 70%

As with most sports sims, the best gameplay is saved for the two-player game. It is here that you can master your moves and prepare to thrash the computer back. While this can be a lot of fun, the poor control method lets the gameplay down. It can take ages to get the move you want, and when you do the ball has probably flown past you. The animation and graphics – where most sports games score highly – are very poor, with blurred graphics and slow animation. Disappointing for a console sports game.



Reaching for the sky on the serve; smash it over the net to start the action – or should that be a frantic button-pushing to see what does what and when it should do it?

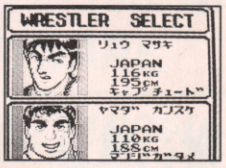
PRO WRESTLING

GAME BOY ● HUMAN CORPORATION ● £20.00

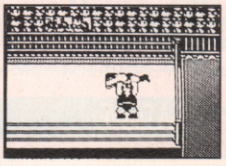
If all you Game Boy owners are feeling left out after looking at *Ringside Angel* on the Mega Drive, then get your two-tone peepers on this.

The game is two-player compatible, with the action against each other, not as a tag-team. Players are chosen from eight tough maulers. Before you go straight into the game, figuring it to be easy to handle, it's best to familiarise yourself with the moves – or you could end up with your head through the canvas and your legs waving hopelessly.

Although not much can be expected of graphics in a wrestling game, the distinction between the two players is very poor – especially as they're on top of each other most of the time. The moves are fairly easy to access and there's a wide range, from pile drivers to drop kicks. Once you're familiar with it, and the small graphics, the game becomes quite playable – of course the two-player mode just degenerates to frantic firing, trying to access any move available.



Take your pick from eight tough fighters in the Human Corporation's *Pro Wrestling*.



Just tickle this guy in the armpits and he'll soon drop you.

Police sent on wild goose chase.

GAME BOY 73%

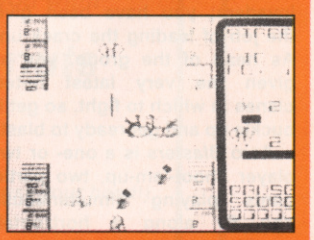
VOLLEYFIRE

GAME BOY ● TOEI ANIMATION ● £20.00

There you were, minding your ownbusiness, navigating past a load of obstacles in space, when you noticed something not quite right. Up ahead of you, coming through the maze of trash, was another ship and by the way he was firing he wanted to add your ship to the trash already floating around. So what else is there to do? You warm up your lasers and prepare for a fight.

Volleyfire is a one- or two-player game (via videolink) mostly restricted to one screen where you must shoot down another ship (yawn). To add to the fun (?), a few objects, boulders etc, are thrown in between necessitating the use of the left and right keys too. Admittedly, the game does contain a neat vertical scrolling bit, but whether anyone will stay awake long enough to see it is a different matter.

Mind what you shoot as your bullets bounce back at you on this level. Play it safe and stay at the bottom to watch the other guy kill himself.

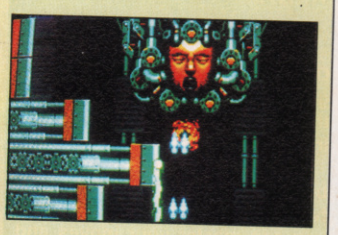


GAMEBOY 55%

MUSHA ALESTE

MEGA DRIVE ● TOAPLAN ● £25.00

MEGA DRIVE 80%

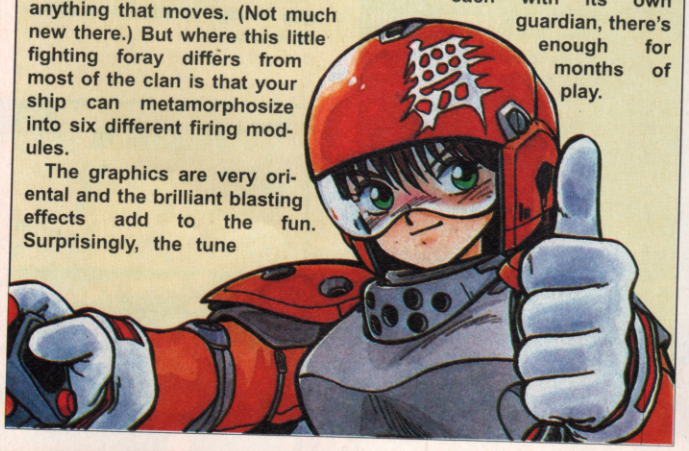


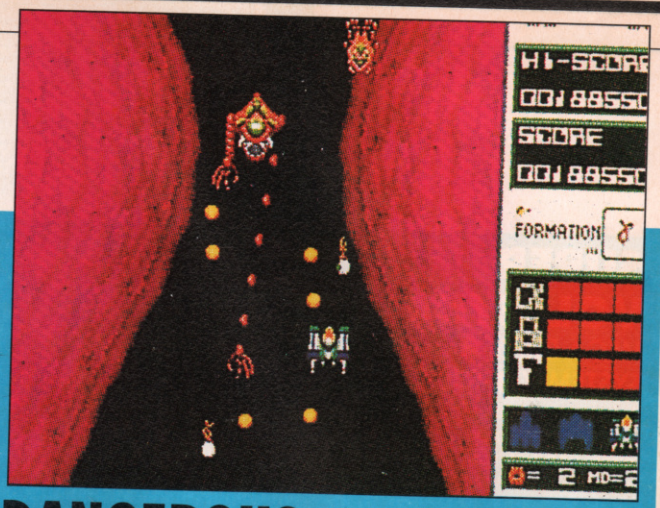
Flying over the landscape becomes fairly chaotic as the enemy open up on your ship. Use any of your six modes to fire back.

What is it with the Mega Drive? I've had a good look through the machine's manuals, and nowhere does it say, "We promise to produce 100 shoot-'em-ups in the first year." But that's the way it looks each month. Of course, not all of them can be great, so you spend half your time wading through the dross in search of a pearl. Here's a pearl.

Initially, the game strikes you as a cross between *Transformers* and *Truxton*. You pilot a ship flying up a vertically scrolling screen blasting the hell out of anything that moves. (Not much new there.) But where this little fighting foray differs from most of the clan is that your ship can metamorphosize into six different firing modules.

The graphics are very oriental and the brilliant blasting effects add to the fun. Surprisingly, the tune that plays throughout isn't too annoying either. The whole game plays really fast and soon becomes extremely addictive fun. With seven tough levels, each with its own guardian, there's enough for months of play.

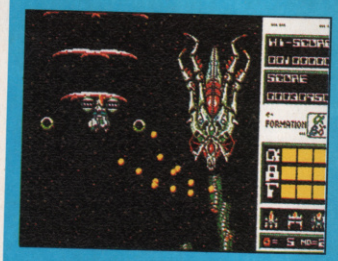




DANGEROUS SEED

MEGA DRIVE ● NAMCOT ● £25.00

Bland backdrops come close to spoiling this game. Some of the early ones are terrible while the later ones are quite good. Here you have released a smart bomb which destroys all known forms of life – except you, because you're a low-life.



Watch out for the side-swiper. Shooting those three targets to your left will reveal a power-up. From here on in you're going to need all the power-ups you can get.

Flower Power hippies have raided a top secret government installation where scientists were researching the possibility of developing intelligent plants. Typically, these morons were so stoned and out-of-it that they accidentally released a lethal strain of virus which has turned all plant life into man-killing monsters.

Unfortunately, the plants have started to spread their roots to planets elsewhere in the Solar System, so your cleaning up job is going to be all the more difficult.

There are 12 stages in all, crammed with nasties, end of level guardians and loads of power-ups. The backdrops improve as you get further through the stages, but the small sprites really do start to annoy as you lose track of where you are amongst all the ships and bullets. Fast but frustrating.

MEGA DRIVE 68%

AERO BLASTERS

MEGA DRIVE ● KANECO ● £30.00

A tough team is needed by your country to rid it of foreign invaders; you have been given the job of leading the crack unit. As head of the group, you are given the very latest hi-tech planes in which to fight, so get in, buckle up and get ready to blast.

Aero Blasters is a one- or two-player shoot-'em-up, two participants playing simultaneously. You fly along a horizontally scrolling screen blasting absolutely everything you see. Power-ups appear along the way, so in two-player mode you get to nick all your opponent's useful add-ons (of course, a *real* friend wouldn't do such a dirty thing, Jools!).

Some quite nimble navigating will be needed on parts of the game as the caverns you are flying through narrow to little higher than your plane. Of course, in such sticky situations, there's no hope of let up in the enemy's attack.

The two-player option adds a much-needed dimension to this shoot-'em-up which is bog standard in one-player mode.

On to level two and things are starting to hot up as you leave the speed maze and return to full combat mode. Look on the bright side, player two has just died and all the power-ups are yours.

MEGA DRIVE 74%

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RINGSIDE ANGELS

MEGA DRIVE ● ASMIK ● £30.00

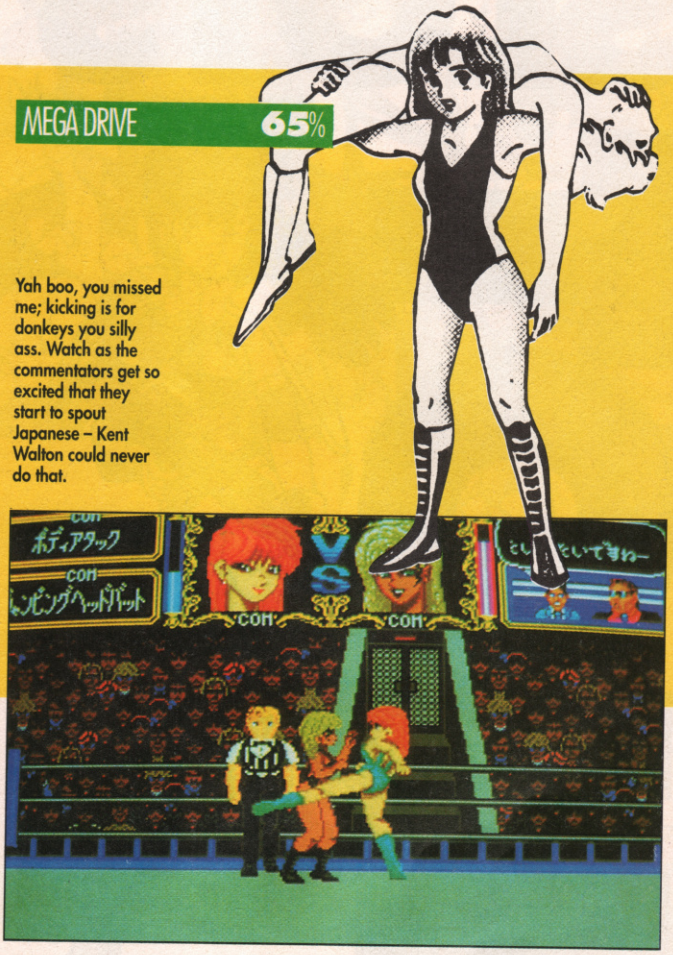
You wouldn't believe the amount of interest that has surrounded this game since Shintaro first mentioned it a few issues ago. Without going into a moral lecture about the basis of this game, women wrestling, I'd just like to say, if us blokes can have a bit of fun in videogames then why can't girls?

You play a female wrestler who decides to take on the best of the rest in order to become Queen of the Ring. The crown isn't going to be an easy thing to obtain as your opponents are all as tough as nails and would probably go a few rounds with "Iron" Mike Tyson.

You can play either one- or two-player (versus), with the latter providing the best fun. Ignoring the useless Jap instructions, it's wise to take a good look at the demo mode and remember what moves are available. Of course, whether you're able to access them is a different matter all together, and this is the game's downfall. You can spend ages trying to access that elusive back breaker or flying dropkick, and in the meantime you've been pinned to the floors by all fours.

There's a wide variety of girls to choose, from the pretty to those that look like a bulldog chewing a wasp. The graphics are adequate, although nothing special, the animation is lousy and the sound will drive you nuts. It's a pity the game is so unplayable, as the novelty aspect alone deserves attention.

MEGA DRIVE 65%



Yah boo, you missed me; kicking is for donkeys you silly ass. Watch as the commentators get so excited that they start to spout Japanese – Kent Walton could never do that.

PC FROG

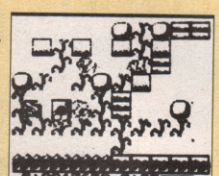
GAME BOY ● TOHO CO ● £20.00

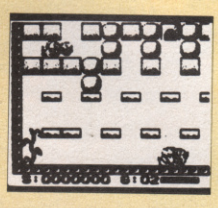
Those pesky creatures have been at it again, dropping rocks all over the place, blocking routes and pathways. There is only one way to stop them – call in PC Frog, the slimiest, dirtiest cop around. Only PC Frog can dish out enough police brutality to stop them pests.

You control the copper frog who must move around the screen punching any creatures or rocks he comes across, getting power rewards from some. The object is to clear all the screens on the map of rocks.

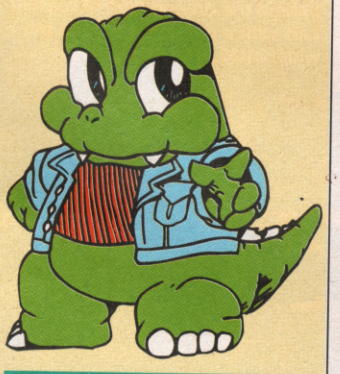
Each screen is laid out in an individually devious way, ensuring that you don't cruise through them all without a bit of thought. Don't go smashing the rocks without thinking or you could burn all your bridges back to others. If you do get stranded, there's a useful "Try Again?" option, although this will cost you a life. The password option ensures you won't spend precious rock-busting time on earlier screens.

This is surprisingly addictive for such a simple game. But maybe there's a moral in there for Game Boy producers. All the classic games on the Boy are puzzle games, and this one will keep you playing for weeks!





A smashing time is guaranteed during *PC Frog*. Crack those rocks, and dish out some good old-fashioned police brutality against anything that gets in your way.



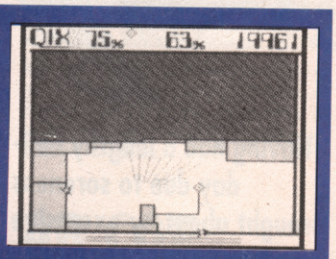
GAME BOY 82%

QIX

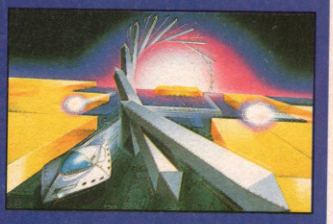
GAME BOY ● TAITO ● £20.00

The idea of *Qix* is an old one. You have to draw lines from one side of the screen to the other whilst trying to avoid the spinning Qix (a wave of connected lines) in the centre of the grid. There are also a couple of nasties going around the outside of the grid to keep you on your toes. If you fill 75% or more of the grid then you progress to the next level where the action is faster and harder. Any percentage over the 75% will get you an extra bonus.

The graphics aren't that much different from *Painter* of years ago, but then who needs flash graphics when a game's as addictive as this? By the time you read this, *Qix* should be available through official Nintendo sources (£19.99).



Get a kick out of *Qix*. For every extra point over 75% you'll get a thousand point bonus at the end of the level. Just avoid the Qix and you're onto a winner.

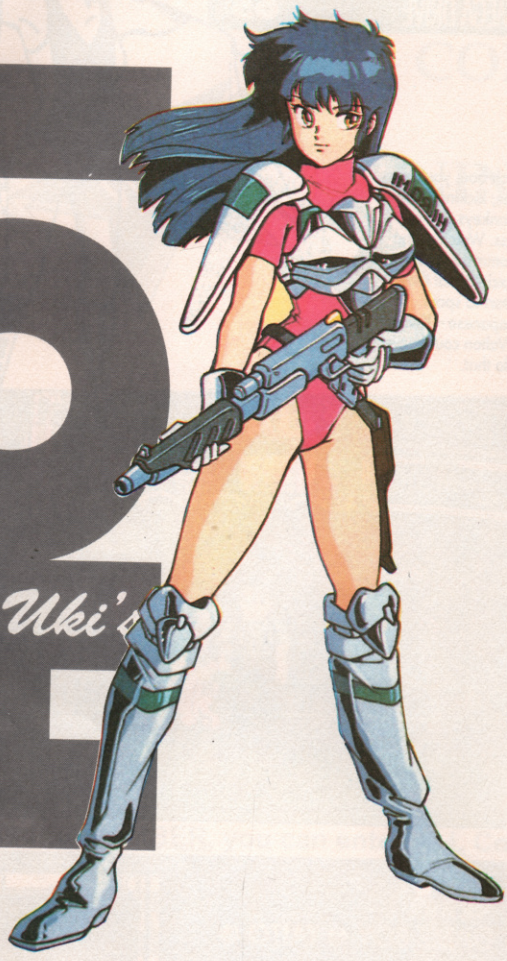


GAME BOY 85%

Les "be avenue" Ellis

HOT SLOTS

Suzi Uki's



Having had a lengthy holiday due to soreness brought about by excessive use of throbbing arcade machines, Suzy Uki's back to tell of the steamy sessions she's had with Shintaro and the latest array of powerful coin-ops

Oh, I'm a naughty onna-no-ko I know, but please forgive me. When I get excited on the seat of a thrusting arcade machine, there's little chance of me ever leaving the hot seat. Mmmm, just thinking about *GP Rider, G-LOC, Super Monaco GP, Power Drift, Galaxy Force II, Thunderblade, Afterburner II, Super Hang-On, Out Run, Space Harrier, Enduro Racer,* and *Hang-On* has me on my knees in a sweat.The things a poor girl has to put up with...

I'm better now; the redness between my legs (caused by my over-indulgence on *GP Rider*) has just about vanished. I'm ready to ride. And by the looks of things there are some very tasty coin-ops to tickle my fancy. Mmmm, I'd like to rub hot slots with the R360, *Laser Ghost, Cisco Heat, Bugs Bunny's Birthday Ball* or *AB Cop* any day of the year.

RED 'N' RAW

It's been mentioned before, but Sega's R360 makes me tingle so I thought I'd devote a few more inches to it. The arcade system is based around the one used to train astronauts in disorientating situations. Oh yes, you can put me in a disorientating position any time. It uses two axes to let the centre of the device rotate through any angles in all three dimensions.

At the moment the machine is entirely dedicated to *G-Loc*, a "super-real" dog-fight sim that lends itself very well to the R360's capability for 360° turns in any direction. Apart from G-forces, the effects of every twist and turn of the aircraft can be mirrored almost exactly inside the R360. At the moment there are no plans for further software, but the undoubtedly huge cost of the development of this system must surely warrant further games.

G-Loc can be played in two modes: Experience mode in which the computer pilot takes you through the stomach-churning rolls and manoeuvres that a modern fighter plane can perform, and Game mode which is the same as the arcade albeit with the addition of free whiplash injuries.

The necessarily open design of the machine raises several questions – not to mention my excitement – about

SUZY UKI'S HONG KONG TOP TEN HOT SLOTS

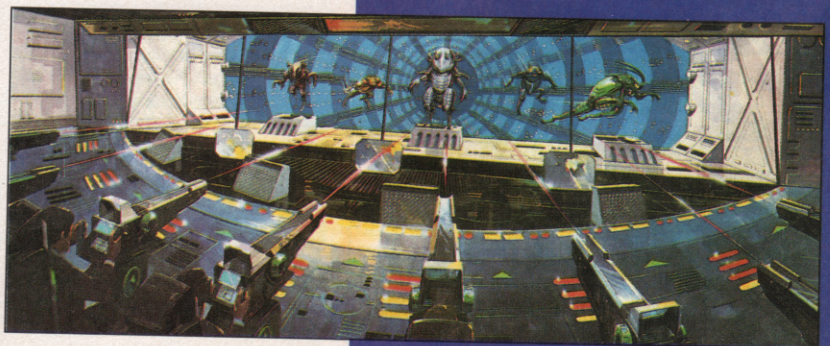
1. **ESCAPE KIDS** (Konami)
2. **SUPER PANG** (Mitchell)
3. **COLUMNS** (Sega)
4. **LEAGUE BOWLING** (SNK)
5. **GUN FRONTIER** (Taito)
6. **EDWARD RANDY** (Data East)
7. **PASSING SHOT** (Sega)
8. **GALS PANIC** (Kaneko)
9. **SUPER SPACE INVADERS** (Taito)
10. **THUNDER & LIGHTNING** (Visco)

SEGA CITY

Sega have plans for many more large scale machines including a laser shooting gallery for up to ten players. Known as the *Cyber Dome*, you and your mates can save the universe.

There's also something called the *CCD Cart* which puts you behind the driving seat of a small cart with a computer screen for a windshield. The possibilities are endless, and any number of five-a-side *MasterBlazer* style games can be played. All the thrills and spills, and bumps and bashes are felt as you career into other players.

Also coming from Sega is one of those eight-passenger simulators that some of you may have seen at the CES at Earls Court last September. Anyone who wishes to find out what it feels like to crash in a Space Shuttle, jump aboard!



Welcome to Sega's brave new world: here's an artist's impression of Sega's planned large-scale entertainment system which forms part of its En-Joint space operation. This is going to be an impressive multi-player shoot-'em-up. Can you imagine stroking all those powerful throbbing hand guns? Bet they've got big hydraulics!

safety, like what is to stop the machine snapping someone's arm accidentally hanging out of the cabinet? Apparently there are sensors which can detect this sort of danger and instantly shut down the machine. Personally, I'd rather not be the one who puts this to the test.

The machine is also constantly watched by an attendant via a TV monitor showing what's happening in the game. No kinky sex sessions in the cabinet; unless, of course, you don't mind being on public display. On site the machine is surrounded by a metre high fence at about a metre's distance to prevent any onlookers being injured.

The machine can be connected to a laser disk system providing high quality graphics to go with the nightmarish performance of the machine as it does a passable impression of an average food mixer on the contents of your stomach. For anyone who hasn't experienced the sensation of being swung around and roughed up, I can thoroughly recommend it. Your perspective on life will never be the same afterwards, and it makes great party conversation.

BUGS BUNNY'S BIRTHDAY BALL

Bally/Midway

My kind of game. Loads of balls, loads of laughs! Although I don't often cover pinball machines, this is such a cracker that I couldn't afford to ignore it. It's called *Bugs Bunny's Birthday Ball* (fnarr, fnarr) and it looks set to be huge. It features every conceivable character that Bugs has ever encountered, from Wile E Coyote to the Tazmanian Devil and Speedy Gonzales to Yosemite Sam. Mustn't forget Daffy Duck and Elmer Fudd.

Each character has its own little section of the table that can be played to get high scores. It gives the game a remarkable appeal that will make you want to come back again and again.

Hit the right shot and you will score 50 million points and get Bugs to blow out the candles on his cake. Even when the game is over you may well be lucky enough to win yourself a little package to put in your back pocket, and I'm not taking about a prophylactic.

With a wealth of genuine tunes and an overwhelming supply of samples, Bugs and company look set to take the gaming halls by storm.

Neah, what's up Doc? Only the most amazing pinball machine ever, that's what! With a host of Looney Tunes characters gracing the machine – including Bugs, Wile E Coyote, Daffy Duck, Tweety Pie, and Speedy Gonzales – it can't fail but to be an enormous hit.

LASER GHOST

Sega

Last but not least from Sega is something called *Laser Ghost*, a three-player *Operation Wolf*-like ghost-blasting shoot-'em-up featuring twin long hard laser gun mounts. Yum!

The outside two players sit on anchored stools while the central player stands allowing for far more elbow room. It sounds dreadfully kinky, and is! *Laser Ghost* features some of the weirdest and coolest looking ghost you'll see this side of Count Duckula. These creepies are intent on preventing Bill, Max and Carole from rescuing a young girl from the clutches of evil. Why, damn it! I let evil get its wicked way with me every night, and must admit to feeling much better for it.

Who ya gonna call? Bill, Max and Carole! Hmmm, doesn't quite have the same ring as Ghostbusters, but *Laser Ghost* promises to be equally full of ghostly goings-on. And who can resist simultaneous three-player pulverisation?

RAD MOBILE

Sega

I wish those lads at Sega would get busy over me rather than concentrating so much on new launches. The latest to come from the Sega stalls is the motorbike racing game *Rad Mobile*. Boasting a 32-bit processor capable of producing very fast, very smooth and therefore very realistic graphics of scenery and vehicles, this number looks too hot to resist.

The racing circuits include banked tracks, mountain roads and stone pavements. You also get the chance to use windscreen wipers and headlights. Now there's realism for you, but where's the throbbing seat?

Take to the wheel of an automobile in Sega's rough and raunchy *Rad Mobile*. Experience the thrill of playing on one of the first true 32-bit arcade systems. The power and speed will leave you breathless.

AB COP

Sega

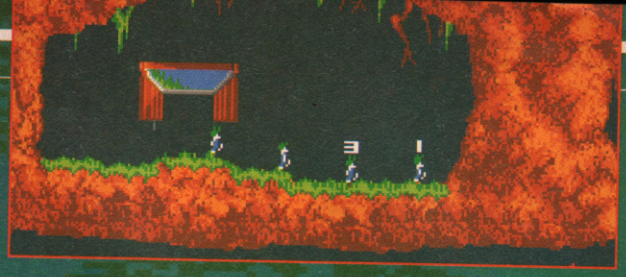
In yet another release from Sega, *AB Cop* (the AB stands for Air Bike), you get the chance to take part in a *Chase HQ/Hang-On/Return of the Jedi* hybrid. You race over water, land and little cobbled streets chasing heinous criminals. The only reason I mentioned all this is because it gives me the chance to fantasise about straddling one of these high-powered beast for a ride of a lifetime.

With Sega doing all this stuff at the moment, I wonder if they'll ever get the time to give me a sensual massage and participate in some of my more favourite aerobic activities.

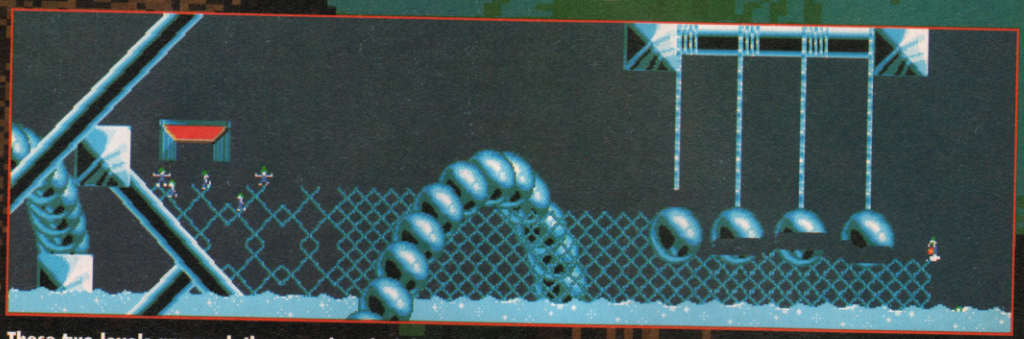
n, coming up next...

The sit down deluxe unit is a sight in itself with its steel double exhaust pipes and full functioning brake lights. Oooh, rubbing up against it is a rare pleasure, I can tell you.

HACKS & STACKS



They came in their thousands. But tricky Jem Timbrell was the first to get his tipifulous Time Warp solution to the one and (thankfully) only Dr Zak – the maddest tipster known to man. The old Doc hasn't been idle either, producing a fantastic guide to some of the trickier levels in Lemmings. Take it way, wacko Zako...



These two levels are much the same in principle, get one guy to do all the work, using a blocker to stop the rest. Once the lone Lem has nearly finished doing his stuff, let the other guys follow him. On the bottom level stop the guys on the right first.

This level needs a lot of care. First get a Basher to dig through the column under the Exit sign. As the lemmings start to come back place a blocker near the left-hand edge. The central column can only be dug through from the right, so send over two Athletes (floating climbers) and stop the first one to make the second turn around and dig through. The first guy must be stopped over a column; otherwise when he is blown up to get him out of the way he will destoy the surface and leave a gaping hole. Home free!

Lemmings; a truly mad game that even I had difficulty coping with. Realising that there are many of you out there with dramatically smaller IQs than myself, I felt that I should help you all out. First, I will give you the codes to twenty of the stages on the Tricky level (because I'm cruel like that), then a rough guide to some of the levels that you will find within this nightmare of a game (the first two levels are too easy, hence the missing codes):

3 CCJJLDMBEX
4 IKHNLICCET
5 NJNLICEDEV
6 JNLICINEEK
7 LLICCJMFES
8 EICOJONGEM
9 ICANNLLHEX
10 CIONNLIIET
11 CAKKOLIJEW
12 IJJOLICKEN
13 OHMLICALEX
14 KOLICONMEX
15 OLICEJNNEQ
16 LMBIJNOOEY
17 ICANNMLPEQ
18 CKNMMDMQEW
19 CCKHNNIBFP
20 IJKLGMCCFT.

In general, keep an eye on every Lemming that is doing something, and listen for the beeps that tell you the builders are about to stop. If possible try and get one Lemming to do all the work, but keep an eye on it all the time or you could find a lot of hard work being wasted.

GET ZAKKED!

Well, fellow madmen, that is about your lot. Don't forget to send in all your tips to the usual address which is, for those with backward reading abilities, *HL8 4TAB erihstliW, egdirbworT, teertS kcaB 7, 3 tinU, ezaR, skcatS dna skcaH s'kaZ rD.* Incidentally, I don't mind tips and maps being sent in on toilet paper in crayon. I realise that it is all they will let some of you use, so as you don't injure yourself on something sharp.

DRAGON'S LAIR II TIME WARP

The wily young Welshman has slaved night and day over the rad ReadySoft raver. So here, in full, is the unexpurgated version of the sneaky solution to Dragon's Lair II. Another Dr Zak presentation in association with Madmen Magazines.

Hey, but before you start, read this bit... The moves here correspond to the screens where an action is required. Nor can Dr Zak or any of his alter egos be held responsible if you can't work out any of the sections. What you should also bare in mind is the fact that this can never be an easy solution, the success of these moves depends largely on the timing. My only words of advice are, keep trying, you'll crack it eventually

1: LEFT
2: DOWN, RIGHT
3: FIRE, RIGHT
4: DOWN, LEFT
5: LEFT, UP
6: UP
7: DOWN, DOWN
8: FIRE, UP
9: FIRE
10: UP, RIGHT
11: LEFT, FIRE, LEFT
12: DOWN, FIRE
13: FIRE, LEFT, LEFT, FIRE
14: FIRE, RIGHT, FIRE, DOWN
15: UP, FIRE, FIRE
16: UP, FIRE
17: FIRE, UP
18: RIGHT
19: DOWN, FIRE, DOWN, FIRE
20: DOWN
21: DOWN, RIGHT, UP
22: RIGHT, UP
23: DOWN, UP
24: DOWN, LEFT
25: UP, UP
26: LEFT, DOWN, UP, RIGHT
27: FIRE, FIRE, FIRE
28: RIGHT, UP, UP
29: DOWN, RIGHT
30: FIRE
31: FIRE
32: UP, FIRE
33: UP, LEFT, DOWN, RIGHT
34: UP, RIGHT, FIRE, LEFT
35: UP, FIRE
36: DOWN
37: DOWN, FIRE
38: DOWN, LEFT, UP
39: DOWN, FIRE, FIRE
40: FIRE, FIRE
41: if you've got this far, there's something wrong because there are only 40 screens!

ZAK'S CRACK SHACK

OOOPS UP

In a packed programme tonight, we also bring you every fifth password of that superb, but brain stunningly familiar, game known in the trade as *Pa...*, sorry, *Ooops Up*.

5:QO58	10:D04G
15:WAQD	20:DK49
25:XPE4	30:1OF4
35:DK39	40:4G7H
45:VE96	50:S04L
55:PW04	60:MC90
65:TRP2	70:FUK0
75:JU68	80:EB01
85:ER7E	90:A234
95:C5J0	100:4799

COVERT ACTION

Here's a sneaky super-sure sly spy way of solving cases from Lesley Ellington of Salem. Les says that you can cheat if you save your game, go to the "sleep through case" option, and note down the times, dates and places of people. Now load up your saved game and you should be able to complete it with your notes. You slippery customer, Lesley.

STRIDER 2

The shortest route to the end of level three is down the lefthand side of the screen. However, by taking the longer route down the right, you'll be able to pick up the only extra life in the game.

You can get infinite lives by pressing PAUSE and holding down SHIFT, 1 and HELP. Thanks to Wiz the Midnight Faxman.

ROBOCOP 2

For infinite lives, type SERIALINTERFACE (no space) on the title screen. Yet again, Wiz the Wonderful from Wigan comes up with the goods.

Dr Zak spelt backwards is Kaz Rd!

BUDGET BLITZ

When *Sir Ivor Tightwallet*'s in town, no-one gets passed the office of fair trading. Find out who gets close to investigation this month as Sir Ivor looks at the latest val-4-mon software

CJ'S ELEPHANT ANTICS

CODE MASTERS ● £6.99

RAVE

Now that their cute little egg, Dizzy, has appeared in a few too many games, Code Masters have found another star that'll doubtless appear again and again.

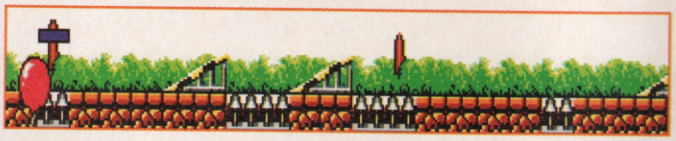
The whole story revolves around a small elephant by the name of CJ. It seems that one day, while minding his own business, CJ was captured by some cruel hunters (boo, hiss) who came to the jungle and took the helpless nelly away. Luckily, while on the airplane journey to an English zoo, CJ found an umbrella and jumped from the plane to escape.

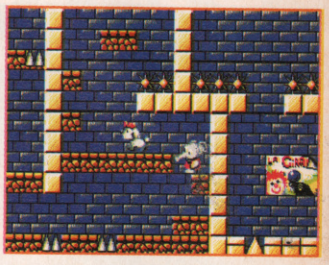
Unfortunately for CJ, he landed in Paris, and now has to make his way back to Africa via Switzerland and other countries. If CJ makes it back to Africa, he can be united with his mother again and they will both live happily ever after.

The action is based very closely on the successful *New Zealand Story* formula, although that's not to say *Elephant Antics* doesn't have some original features of its own. The main character is far cuter than any kiwi, and can fire nuts through his trunk and drop bombs from his backside. Not bad for an elephant. The game isn't packed with as many complex puzzles as, say, any of the *Dizzy* games, and the adventuring is much more arcade orientated.

What makes *CJ's Elephant Antics* so addictive and playable is the fact that the action is non-stop. Of course, the super graphics and great sound don't do it any harm either...

AMIGA	93%
ATARI ST	91%





DOUBLE DRAGON

16 BLITZ PLUS ● £7.99

The plot is simple; a one- or two-player game where you must travel through several levels kicking and punching your way past opponents. The wide range of hilarious moves available sets this game apart from the usual fare. PC owners are warned that they'll need a very fast machine to get any joy out of their version. All others versions are highly playable though.

AMIGA	84%
ATARI ST	81%
IBM PC	69%

Floating around in downtown Paris. Using your umbrella you can jump from seemingly deadly heights, even the top of the Eiffel Tower. From France you move onto Switzerland – not exactly the quickest route to Africa, but the skiing's good at this time of year. Unfortunately, it seems the snowmen have turned mutant causing untold mayhem in this stage of your adventure.

XENON

In a tight corner in this classic from the Bitmap Bros. Only supreme shooting ability will save you from being destroyed in this alien landscape.

SUPER GRIDRUNNER

ACTION 16 ● £7.99

Digital Integration's budget label is back in action this month, with several releases across all three 16-bit formats. First is a very strange, if not worrying piece of software. It concerns me that the writer of this game, the infamous Jeff Minter, has obviously lost his marbles. If you haven't heard of Jeff before, you may have heard of a few of his games which have involved llamas and mutant camels. The Yak, as he likes to be known, is a strange breed and has become infamous for taking old games and introducing some novel features and "interesting" characters to them – *Super Gridrunner* is no exception.

Your play area is, surprisingly enough, a grid around which your small ship has to move and destroy/avoid the invading alien forms. What makes this a bit different, although not *Super*, is the fact that your ship comes in two parts which can, if you desire, be moved around independently of each other.

As you would expect, the game is totally nuts, with the presentation in Minter's inimitable style. Like Jeff's previous release, *Defender* 2, taking an old format like *Gridrunner* doesn't leave much room for expansion. After the shock of the game's aesthetics have passed, you're left twiddling your thumbs and wondering why this version is so unplayable.

AMIGA	79%
ATARI ST	75%

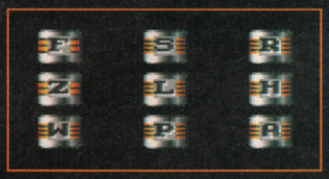
Gridrunner was super fun and super playable on 8-bit machines, and Super Gridrunner is nothing less than that on the Amiga and ST. As a rerelease, this game really shows its age – not unlike Jeff Minter! Incidenatlly, Jeff's most recent release is Defender 2 (reviewed in RAZE 5) which appears under Atari's ARC software label.

XENON

16 BLITZ PLUS ● £7.99

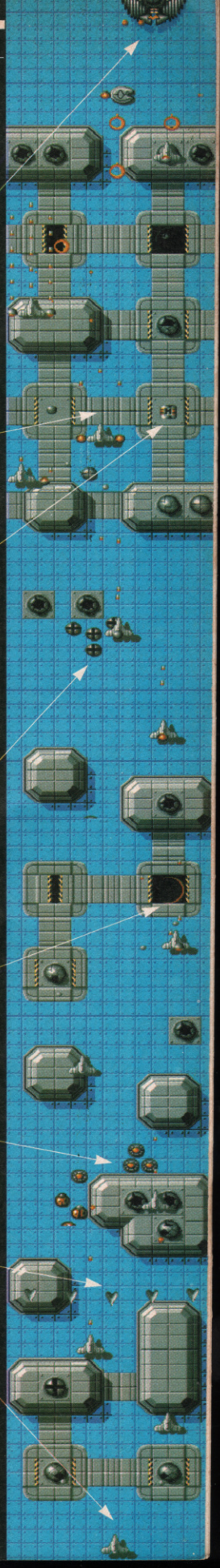
This was the Bitmap Bros' first megagame. You have to pilot a craft through four levels, each with four zones, blasting Xenite targets to hell. Power-ups abound and your craft can change between a ground vehicle and an aircraft. The game's packed with the normal array of distasteful enemies and contains more than its fair share of big vehicles and monsters. This shoot-'em-up is undoubtedly better than *Gemini Wing* and even gives *Silkworm* a run for its money.

AMIGA	78%
ATARI ST	76%
IBM PC	72%



Above are a selection of pick ups available in Xenon. Their meaning is as follows: F, fuel; Z, zap (smart bomb); W, side arms; S, side shot; L, laser; P, shot power; R, speed up; H, smart shot; A, shield.

The start of the first level (or sector) in Xenon. Your craft can crwal along the ground or take to the skies.



The final conflict in level one. This bug-eyed alien must be shot numerous times up its hot slot before it dies. Trouble is it never stays still for long. The best thing to do is wait in one spot for as long as possible while firing a salvo of missiles.

You've picked up a couple of very useful side arms. You now have three barrels from which to fire rather than just one.

Icons can be picked up along your travels which will increase your weapons, add to your shield or provide you with an extra life. One particular pick up will arm you with eight seeker missiles. Deadly to everything in your path!

These ground enemies can't be destroyed while you fly – likewise, their bullets can't reach you while you're in the sky. Hit the deck and you'll really be in trouble as they follow you until death.

Seemingly innocent structures will open up to reveal menacing gun turrets which fire indiscriminantly. Be prepared and fire even if nothing is immediately visible.

Here ladybird-like and other ground aliens are giving you a hard time. Fly over them and save yourself a lot grief.

Waves of attack ships will come at you occasionally; their patterns can be learnt quickly.

"Eye, eye, what's going on here then? Looking for trouble are we? Well, you've come to the right place." Gemini Wing is a game with more than its fair shares of bugs. Press your autofire and watch these insects disintegrate into dust. Two-player mode allows you to team up with a friend. However, this also makes the game ludicrously easy; the end-of-level guardians may as well not be there.

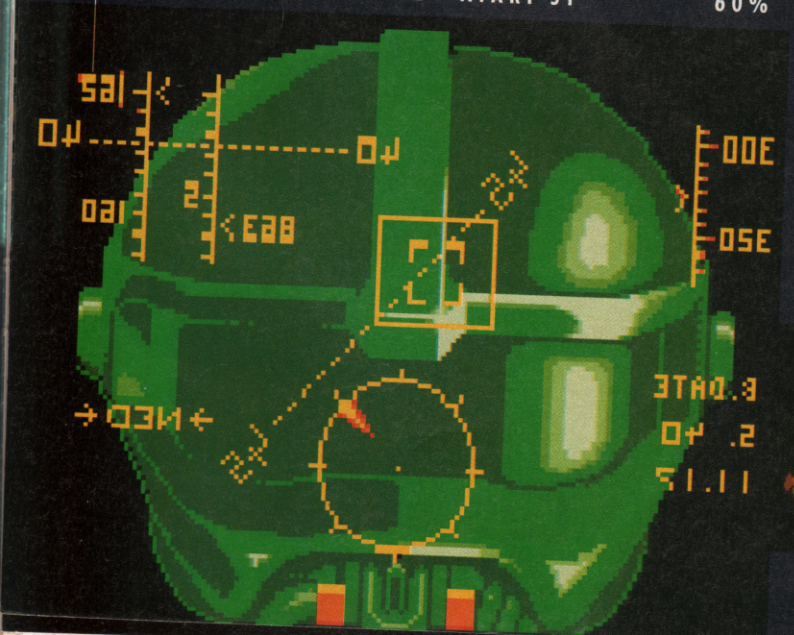
GEMINI WING

16 BLITZ PLUS ● £7.99

Gemini Wing is your standard shoot everything that moves/if it doesn't move, avoid it game. Very little thought is needed as you just hit autofire and sit back and watch.

You have to pilot your Gemini Wing fighter through several levels of vertically scrolling shooting. The action's familiar and can be one- or two-player. The latter variation is quite fun as it's simultaneous action and has the bonus of nicking each other's power-ups. The graphics are poor and the sound is not much better. At £7.99 it isn't really worth it, especially when there's *Silkworm* and *Xenon* around for the same price.

AMIGA	62%
ATARI ST	60%



SILKWORM

16 BLITZ PLUS ● £7.99

With the *Silkworm*-inspired *SWIV* just about to be released, the rerelease of *Silkworm* makes a welcome entry into the budget market.

There are many features which make this the definitive game of its genre. The graphics are superb, fast and detailed; the sound is exemplary, with a cracking soundtrack and the best shoot-'em-up sound effects around, but what makes this game such a hit is the simultaneous two-player game. One player can control a plane while the other jumps in a jeep. One player will find it much harder without the help of the other. If you've never played this, now is the time to try it.

AMIGA	90%
ATARI ST	85%

BUDGET BITZ

★ Virgin have announced the imminent release of *Fists of Fury: Edition 2*. Containing *Ninja Warriors, Double Dragon II, Shinobi* and *Dynamite Dux*, this little bundle of power-packed action is available on the Amiga and Atari ST for the paltry sum of £24.95 – cheap at half the price! (Er...)

★ I told you in the review of *Super Gridrunner* Action 16 were back in, um, action. Also on release this month is the strange *Colorado* for the Amiga, Atari ST and IBM PC. The game is set in the 19th century, where you have to brave many perils in your quest for the hidden riches of the mountains. Action 16 also get the bad taste award for this month with the release of *S.D.I.* on all formats for £7.99. In the game, you get to control the defence systems of a nation as incoming missiles fly through the sky.

★ Adventure fans will go wild – well, at least raise an eyebrow or two – at the news of the latest compilation from Virgin Games. Entitled *Magnetic Scrolls Collection: Volume 1*, the super package includes *Fish, Corruption* and *The Guild of Thieves*, all redesigned and improved to run under the new windows system first seen in *Wonderland*. The packs cost £29.99 on Amiga and Atari ST, and £34.99 on IBM PC.

★ Also on the adventure front, Virgin are about to release another batch of Infocom titles. The sales of the previous budget adventures have surprised Virgin, and with the release of *Zork 2*, *Zork 3*, *Sauceror*, *Enchanter* and *Deadline*, they hope to continue the top-selling trend. All titles are available for £9.99 on Amiga, ST and PC.

★ Code Masters are up to no good again. This month, they're releasing *15 Pints and a Set of Arrers Simulator* which they are thoughtfully renaming *Wacky Darts*. £6.99 on Amiga and ST.

Code Masters' Wacky Darts – a beer gut simulator with a difference.

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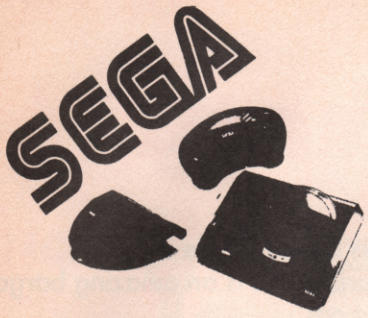

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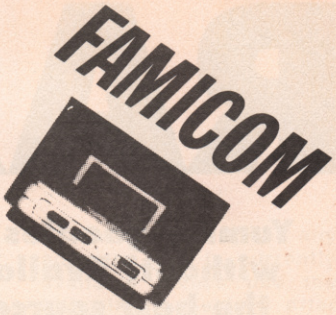

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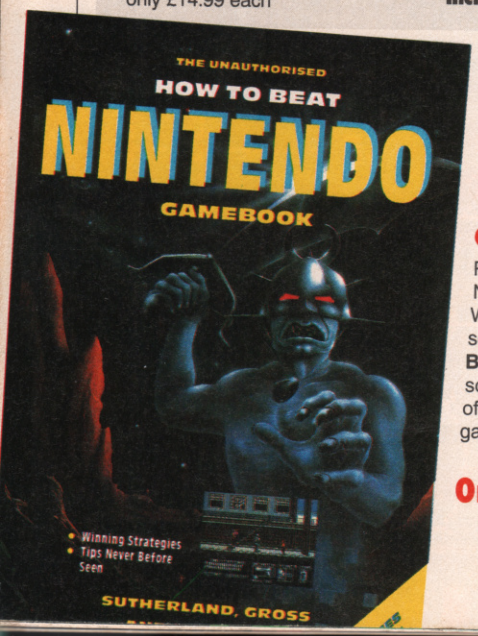

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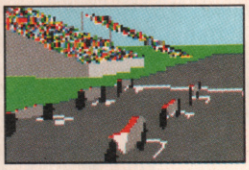

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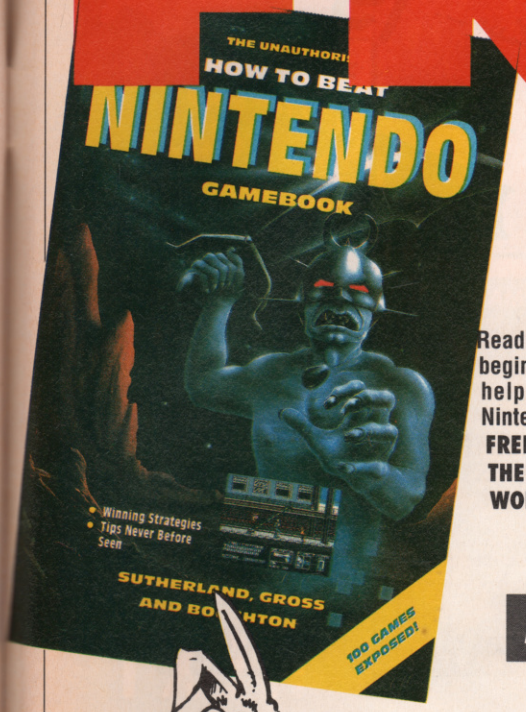

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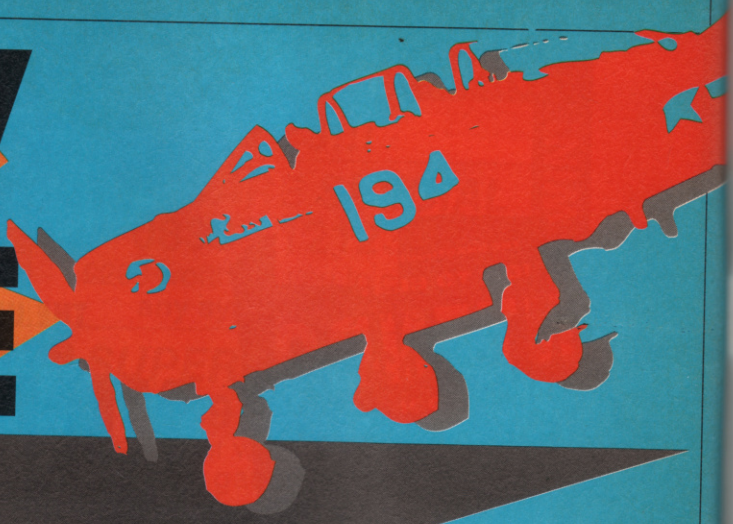

Come flying for free! MicroProse go barmy!

If there's one thing that's been simulated on computer more than any other action, it's been flying a plane. For years, people have asked, "Is it real, or is it MicroProse?" in awe at the American company's efforts to produce the real thing on your home computer. But it doesn't stop with computers. MicroProse now have games on both arcade and console too.

But, of course, no matter how realistic one of MicroProse's big simulators is, it can never match the exhileration of the real thing. So you just find yourself a plane and fly one yourself. Problem solved... Well, not quite. Most people's budgets will not stretch to flights through the sky at their own convenience, so that's where RAZE comes in.

Sitting in the offices one day, we rang up the folks at MicroProse and asked them if they'd take us for a fly in their wonderful little four-seater plane. Of course they flatly declined such an obvious bribe attempt, but did suggest that if we brought along a couple of RAZE readers they could justify the flight as a good bit of public relations (it's also tax deductable). So we're inviting you and your mum (or best mate if your mum doesn't fancy the idea of flying upside down with a planeful of software junkies) to join us on a flight through the skies with MicroProse.

Just answer the questions below and you could be in for an expenses-paid visit to the headquarters of Britain's prettiest software house in the quaint old town of Tetbury, including a fabulous flight in MicroProse's own four-seater plane.

Send your entries to *I'm Not Scared To Die Comp, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

QUESTIONS

1. How many million cubic miles does the *Midwinter II* environment possess?
   a) 0.3
   b) 1
   c) 3

2. Where is the safest place to sit on a plane?
   a) Near the door
   b) Next to a parachute
   c) At the back (because you never hear about planes *reversing* into mountains, do you?)

3. How many wings are on a Gunship?
   a) Four
   b) Two
   c) None

READY TO DIE?

Yeah, okay, I understand the potential catastrophe that could occur if both Julian Boardman and I sit on the same side of a plane at once, but I'm willing to take the risk. However, I still reserve the right to wimp out on the day and just look around the pretty MicroProse offices.

1 A ☐ B ☐ C ☐ **2** A ☐ B ☐ C ☐ **3** A ☐ B ☐ C ☐

Name.....

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.....Post code.....

Entries must be received by April 25, or Jools will be making a "flying" visit...

RAZE

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The best is yet to come...

and other corny headlines that try to catch your attention on the last page of magazines. Of course, the big question on everyone's lips is, what does issue eight have in store? Well, being the wild and crazy guys that we are, we just don't know. I guess that means it'll be a surprise, both to you and us! So we've got loads of surprises in store for next issue. Mmm... that's makes it sound a bit mysterious. You'd better get it just in case.
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